



OpenVMS EDT Reference Manual

A large, abstract, red brushstroke graphic that serves as a background for the title. It has a textured, painterly appearance with varying shades of red and some white highlights, suggesting multiple strokes of a brush.

OpenVMS

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OpenVMS EDT Reference Manual

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This manual serves as a reference source for the EDT interactive text editor. It is intended for all users of EDT.

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A DEC Multinational Character Set

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Preface

Intended Audience

This manual is intended for all levels of users.

Document Structure

This manual is organized into four parts:

- Part I presents a brief summary of EDT features, including the three modes (keypad, line, nokeypad), the journal facility, startup command files, key definitions, and macros.
- Part II lists and describes the EDT *keypad* commands.
- Part III lists and describes the EDT *line* commands.
- Part IV lists and describes the EDT *nokeypad* commands.

Associated Documents

To learn how to use the EDT editor, see the *OpenVMS User's Manual*.

Conventions

In this manual, every use of VMS means both the OpenVMS AXP and the OpenVMS VAX operating system.

The following conventions are used in this manual:

Ctrl/ <i>x</i>	A sequence such as Ctrl/ <i>x</i> indicates that you must hold down the key labeled Ctrl while you press another key or a pointing device button.
PF1 <i>x</i>	A sequence such as PF1 <i>x</i> indicates that you must first press and release the key labeled PF1, then press and release another key or a pointing device button.
Return	In examples, a key name enclosed in a box indicates that you press a key on the keyboard. (In text, a key name is not enclosed in a box.)

...

A horizontal ellipsis in examples indicates one of the following possibilities:

- Additional optional arguments in a **statement** have been omitted.
- The preceding item or items can be **repeated** one or more times.
- Additional parameters, values, or **other** information can be entered.

.
.
.

A vertical ellipsis indicates the omission of items from a code example or command format; the items are omitted because they are not important to the topic being discussed.

()

In format descriptions, parentheses indicate that, if you choose more than one option, you must enclose the choices in parentheses.

[]

In format descriptions, brackets indicate optional elements. You can choose one, none, or all of the options. (Brackets are not optional, however, in the syntax of a directory name in a VMS file specification, or in the syntax of a substring specification in an assignment statement.)

{ }

In format descriptions, braces surround a required choice of options; you must choose one of the options listed.

boldface text

Boldface text represents the introduction of a new term or the name of an argument, an attribute, or a reason.

Boldface text is also used to show user input in online versions of the manual.

italic text

Italic text emphasizes important information, indicates variables, and indicates complete titles of manuals. Italic text also represents information that can vary in system messages (for example, Internal error *number*), command lines (for example, /PRODUCER=*name*), and command parameters in text.

UPPERCASE TEXT

Uppercase text indicates a command, the **name** of a routine, the name of a file, or the abbreviation for a system privilege.

-

A hyphen in code examples indicates that additional arguments to the request are provided on the line that follows.

numbers

All numbers in text are assumed to be decimal, unless otherwise noted. Nondecimal radices—binary, octal, or hexadecimal—are explicitly indicated.

Part I—EDT Features

Part I summarizes the features available in the EDT editor.

Part I-EDT Features

1. The first feature of EDT is that it is a *declarative* language.

Introduction to EDT

EDT is an interactive text editor with three distinct editing modes: keypad, line, and nokeypad. Both the keypad and nokeypad modes are screen editors for use on VT52 terminals, VT100-, VT200-, and VT300-series terminals. Line mode can be used on any type of terminal — hardcopy or screen.

Note

In most cases, the VT300 terminal keypad functions like the VT200-series terminal keypad. See your VT300 User's Manual for more information on the VT300-series terminal.

1.1 Overview of EDT

With the EDT editor, you can create and edit almost all types of text files. When you are editing a file, you can add or delete text, move or copy text from one place to another, and save or discard your editing work.

To invoke the EDT editor, you must use the system command EDIT. (If EDT is not the standard editor on your operating system, you must include the /EDT qualifier with the EDIT command.)

Include the name of the file you want to edit on the EDIT command line.

```
$ EDIT LETTER.DAT
```

If a file named LETTER.DAT exists in your current directory, EDT puts a copy of that file into the MAIN buffer in your EDT session. Then EDT displays the first line from the file on your screen or paper, followed by the line-mode asterisk prompt (*). You are now ready to begin your EDT session.

```
$ EDIT LETTER.DAT
  1      June 4, 1988
*
```

If you are using EDT to create a new file called LETTER.DAT, your session starts off like this:

```
$ EDIT LETTER.DAT
Input file does not exist
[EOB]
*
```

The message "Input file does not exist" tells you that no text was copied to the MAIN buffer. The end-of-buffer mark ([EOB]) is printed in place of the first line, since there is no text to display. The next step is to insert some text in the buffer, using one of the three editing modes.

Introduction to EDT

1.1 Overview of EDT

When you start your editing session, EDT's default is line mode. To shift to keypad mode, enter the line-mode command `CHANGE`. To shift back to line mode from keypad mode, press `CTRL/Z`.

To go from line mode to nokeypad mode, you must first enter the `SET NOKEYPAD` command and then the `CHANGE` command. The nokeypad command `EX` shifts EDT from nokeypad editing back to line mode.

You can use EDT's online `HELP` facility any time during your editing session. The line-mode command `HELP` supplies general information on EDT as well as details on line-mode and nokeypad-mode commands. The `HELP` command by itself provides information on using the `HELP` facility and a list of topics that are available. For help on a specific topic, enter the `HELP` command followed by the topic name, for example, `HELP EXIT`.

When you are in keypad mode, press the `HELP` key (PF2 on VT100-, VT200- and VT300-series terminals, red on VT52s). EDT displays a diagram of the keypad and a list of other keypad editing keys and tells you to press the key you want help on.

You must use the line-mode `HELP` command to get information on nokeypad editing. The relevant topics are `HELP CHANGE`, `HELP CHANGE SCREEN`, `HELP CHANGE ENTITIES`, and `HELP CHANGE SUBCOMMANDS`. Nokeypad command descriptions are found under the `SUBCOMMANDS` topic. Thus, if you want information on the `BELL` command, you must enter `HELP CHANGE SUBCOMMANDS BELL`.

Note

The 132-column mode is not supported on VT100 terminals without the advanced video option (AVO). To see if your VT100-series terminal has AVO, press the `SET-UP` key. If the word `SET-UP` flashes on your screen, your terminal has the advanced video option.

1.2 Keypad Mode

Keypad mode uses the numeric keypad located to the right of the main keyboard on VT100-series and VT52 terminals. On terminals with LK201 keyboards, there are two keypads to the right of the main keyboard. The numeric keypad at the right edge of the LK201 keyboard corresponds to the VT100 keypad.

The arrow keys on VT100-series terminals are considered to be part of the keypad. On terminals with LK201 keyboards, the arrow keys are located at the bottom of the second keypad.

Four keyboard keys have special keypad editing functions: `BACKSPACE`, `DELETE`, `LINEFEED`, and `TAB`. On the LK201 keyboard, the `DELETE` key is labelled `<X>`. The `BACKSPACE` and `LINEFEED` keys are located in the row of function keys across the top of the keyboard. (`BACKSPACE` is key F12; `LINEFEED` is key F13.)

In addition, EDT has preset functions for several control key sequences. (The letters marked with asterisks have preset functions with `GOLD` as well as with `CTRL`.)

Introduction to EDT 1.2 Keypad Mode

A*	I	R*
C	J	T*
D*	K	U*
E*	L	W*
F (VT52 only)	M	Z*
H		

Most keypad keys have two editing functions associated with them. To use the upper (primary) function (for example, FNDNXT) simply press the indicated key. To use the lower (alternate) function (for example, FIND), first press the GOLD key (PF1 on VT100-, VT200- and VT300-series; blue on VT52) and then the keypad key. Figure 1-1 shows the keypad editing keys for VT100-series terminals. Figure 1-2 shows the keypad editing keys for VT52 terminals.



Figure 1-1

Introduction to EDT

1.2 Keypad Mode

Figure 1-1 Keypad Editing Keys—VT100-Series Terminals

↑ UP	↓ DOWN	← LEFT	→ RIGHT
PF1 GOLD	PF2 HELP	PF3 FNDNXT FIND	PF4 DEL L UND L
7 PAGE COMMAND	8 SECT FILL	9 APPEND REPLACE	- DEL W UND W
4 ADVANCE BOTTOM	5 BACKUP TOP	6 CUT PASTE	, DEL C UND C
1 WORD CHNGCASE	2 EOL DEL EOL	3 CHAR SPECINS	ENTER SUBS
0 LINE OPEN LINE		. SELECT RESET	

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For terminals that have the LK201 keyboard, EDT has preset keypad mode definitions for the remaining keys on the second keypad as well as for some function keys on the top row of the keyboard. Figure 1-3 shows the editing keypad keys and lists the other preset function keys. The arrow keys are located at the bottom of the editing keypad.

[F12] = BACKSPACE

[F13] = LINEFEED

<X> = DELETE

TAB = TAB

In keypad mode, you can use these preset control keys, keypad keys, and function keys to enter EDT commands and to move the cursor around in your text.

Figure 1-2 Keypad Editing Keys—VT52 Terminals

GOLD 20	HELP 10	DEL L UND L 11	↑ UP REPLACE 12
7 PAGE COMMAND 7	8 FNDNXT FIND 8	9 DEL W UND W 9	↓ DOWN SECT 13
4 ADVANCE BOTTOM 4	5 BACKUP TOP 5	6 DEL C UND C 6	→ RIGHT SPECINS 14
1 WORD CHNGCASE 1	2 EOL DEL EOL 2	3 CUT PASTE 3	← LEFT APPEND 15
0 LINE OPEN LINE 0	SELECT RESET 16	ENTER ENTER SUBS 21	

VT52

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The following example shows how to use the keypad mode to insert the sample text:

```
$ EDIT LETTER.DAT
*CHANGE
```

```

| [EOB]
|
|
| June 18, 1988
| Mr. Charles R. Thurman
| Director of Marketing
| Energy Systems Inc.
| .
| .
| .
|
```

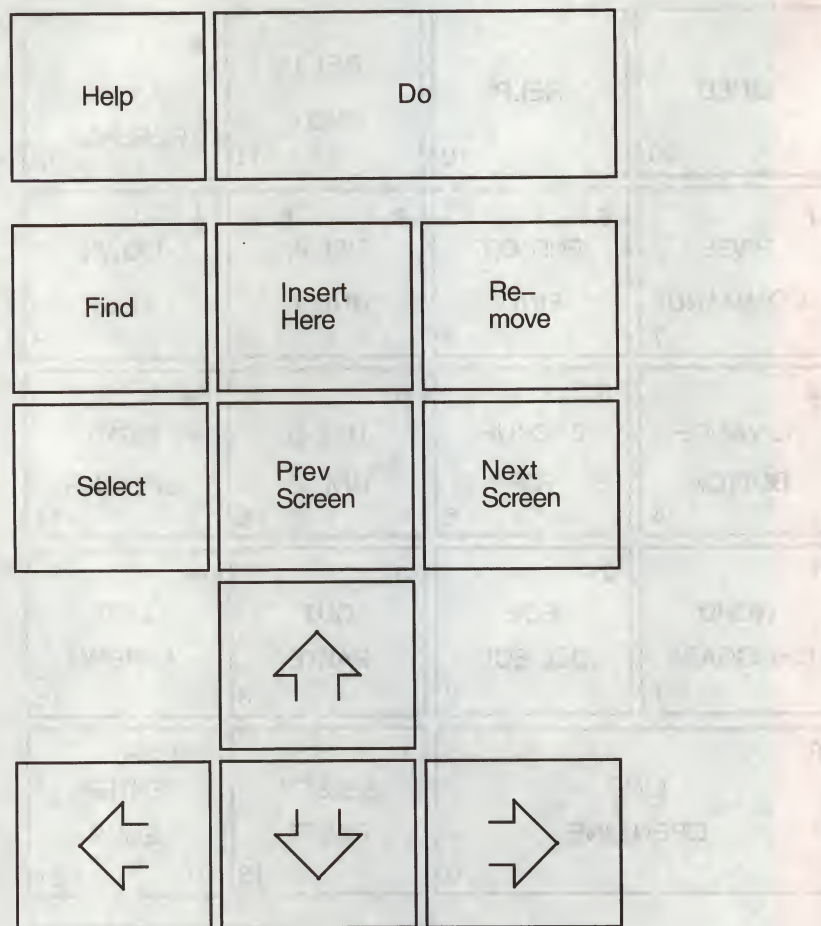
CTRL/Z

```
*EXIT
DISK$USER:[SMITH]LETTER.DAT 50 lines
```

Introduction to EDT

1.2 Keypad Mode

Figure 1-3 Additional Keypad Editing Keys—LK201 Keyboards



VT200 Series

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1.3 Line Mode

Line editing can be used on any interactive terminal. This mode focuses on the line as the unit of text. Whenever you see the line-mode asterisk prompt (*), you can enter a line-mode command. (The underlined letters in the line-mode syntax statements in Part II of this manual indicate the minimum abbreviation for both command words and qualifiers.)

The following example uses line-mode to insert the same sample text that was entered using keypad mode in the previous section.


```
$ EDIT/EDT LETTER.DAT
*INSERT
    June 18, 1988
    Mr. Charles R. Thurman
    Director of Marketing
    Energy Systems Inc.
    .
    .
    .
^Z          (Press CTRL/Z)
*EXIT
DISK$USER:[SMITH]LETTER.DAT 50 lines
```

Line-mode commands use qualifiers and specifiers in addition to command words. Qualifiers, which modify the way EDT processes the command, are always optional. You must precede a qualifier with a slash (for example, /QUERY). The line-mode qualifiers are /BRIEF, /DUPLICATE, /NOTYPE, /QUERY, /SAVE, /SEQUENCE, and /STAY.

Specifiers tell EDT which part of the text to act on. Optional specifiers are enclosed in square brackets (for example, [=buffer]). The main specifier is *range*, which references the line or lines affected by the command. See the range specifier description for more information.

The SET and SHOW commands are line-mode commands. SET commands modify the way EDT behaves during your editing session. They have no effect on the text you are editing. You can use SET commands to customize your editing session. SHOW commands tell which SET commands are in effect. Four SHOW commands (SHOW BUFFER, SHOW FILES, SHOW KEY, and SHOW VERSION) have no corresponding SET commands.

1.4 Nokeypad Mode

Nokeypad mode is a screen editor for use with VT100-, VT200-, VT300-series, and VT52 terminals. Text appears on the upper lines of the screen. As you enter commands, they are displayed at the bottom of the screen. When you press RETURN, EDT processes the commands.

The following example uses nokeypad mode to insert the sample text:

```
$ EDIT/EDT LETTER.DAT
*SET NOKEYPAD
*CHANGE
|
| [EOB]
I [RET]
|
| June 18, 1988
| Mr. Charles R. Thurman
| Director of Marketing
| Energy Systems Inc.
| .
| .
| .
[CTRL/Z]
EX
*EXIT
DISK$USER:[SMITH]LETTER.DAT 50 lines
```


Introduction to EDT

1.4 Nokeypad Mode

Nokeypad commands are the basis for keypad mode key definitions and consist of English words and abbreviations. A number of commands take the *entity* specifier to determine which part of the text will be affected by the command. For more information see the entity specifier description.

Nokeypad commands cannot have spaces. For example, to delete two paragraphs and put the text in a buffer named EXTRA, enter CUT2PAR=EXTRA. You can put several nokeypad commands on the same line. Spaces between commands are allowed, but not required. You can repeat a series of commands by preceding the commands with the repeat count and enclosing them in parentheses 3(V D+EL).

1.5 The Journal Facility

EDT's journal facility keeps track of each keystroke you make during your editing session in a special file called the journal file. When you finish your editing session by entering either EXIT or QUIT, EDT normally discards the journal file. If your editing session ends abruptly because of a system interruption, the journal file is saved, even though your editing work has been lost. Using the journal file, EDT can restore almost all of your editing work. Sometimes the last few commands you entered or the last few keypad editing keys you pressed are not recorded in the journal file at the time the interruption occurs.

The journal file is normally stored in the current directory and has *JOU* for the file type. The file name is the same as the name of the file you were editing when the interruption took place. For example, if you are editing the file LETTER.DAT, the journal file name is LETTER.JOU.

It is possible to instruct EDT to use a different name or file type for the journal file. You do this when you enter the EDIT/EDT command line to start your session. Information on how to include a journal file name in the EDIT/EDT command line appears in the *OpenVMS DCL Dictionary*.

Include the /RECOVER qualifier in your EDIT/EDT command line in order to have EDT use the journal file to restore your editing work. Even when you have used EDT to create a new file, you can use the /RECOVER qualifier to have EDT restore your editing work after a system interruption.

```
$ EDIT/EDT/RECOVER LETTER.DAT
```

As soon as EDT has processed all the command information and keystrokes stored in the journal file, it continues to use that journal file to store the new information that results from any further editing work you do during the recovery session. If you are able to end your editing session with EXIT or QUIT, EDT discards the journal file from the directory. However, if you find journal files in your directory that you do not plan to use, simply delete them.

You can use the /SAVE qualifier with the line-mode commands EXIT or QUIT to save the journal file even when there is no system interruption.

1.6 Startup Command Files

Startup command files establish various settings and key definitions at the start of your EDT session. These files can contain only line-mode commands. SET and DEFINE KEY commands are the ones most frequently found in startup command files.

Generally, EDT reads a system-wide startup command file at the beginning of your editing session. If no system-wide startup command file exists on your system, EDT looks for a file named EDTINI.EDT in your default directory and processes the commands in that file.

If you want EDT to use a startup command file with another name, you must include that command file specification in the EDIT/EDT command line. See the *OpenVMS DCL Dictionary* for more information.

You can use EDT to create a startup command file. There are very few restrictions to organizing such a file. However, if you need to use the carriage return character (CTRL/M) in a SET or DEFINE KEY command, you must enter it from change mode.

Here are some commands that you might put in a typical startup command file:

```
SET QUIET
SET WRAP 60
SET SEARCH BOUNDED
SET TAB 5
SET MODE CHANGE
DEFINE KEY GOLD P AS "PAR."
```

You can include all the necessary commands to set up an EDT macro in your startup command file. The sample macro, called EXACT, resets the search parameter to *exact* when you enter the macro name as a line-mode command. The following commands can be put in the startup command file to create the EXACT macro:

```
DEFINE MACRO EXACT
FIND =EXACT
INSERT; SET SEARCH EXACT
FIND =MAIN
```

1.7 Defining Keys

You can redefine or relocate any preset keypad editing key. You can also create definitions for editing keys that have none. These key definitions enable you to perform a variety of editing tasks in keypad mode.

The following table shows the five types of keys or key sequences that can be defined as well as specific keys you cannot define:

Key/Key Sequence	Cannot Define
Keypad keys	
Control keys	C, O, P, Q, S, X, Y, and [
GOLD control key	
GOLD keyboard key	0, 1, 2, 3, 4, 5, 6, 7, 8, 9, - (When you use !, %, ', or " in the DEFINE KEY command, you must enclose them in quotation marks—for example: "!".)
DELETE	
GOLD DELETE	
FUNCTION key	LK201 keyboard only. F1, F2, F3, F4, and F5 with or without GOLD.
GOLD FUNCTION key	

Introduction to EDT

1.7 Defining Keys

In EDT, the following special keyboard keys and control keys are linked; when you redefine one, you have redefined the other:¹

VT100/VT52				LK201
BACKSPACE	<--->	CTRL/H	<--->	F12
TAB	<--->	CTRL/I	<--->	Tab
LINEFEED	<--->	CTRL/J	<--->	F13
RETURN	<--->	CTRL/M	<--->	Return

Keypad key definitions use nokeypad command syntax. Nokeypad mode enables you to put several commands on a single line. Thus, you can create key definitions to do several commands in succession. If you want EDT to process the command as soon as you press the key or key sequence, place a period at the end of the definition. This corresponds to pressing the ENTER key in keypad mode.

You can use the SHOW KEY command to find the existing definitions for all EDT editing keys. However, you must use special terms to tell EDT which key or key sequence you want information about. Figure 1-4 gives the special keypad key numbers to use with the SHOW KEY command for VT100 and VT52 terminals. For control keys, enter SHOW KEY CONTROL character (for example, SHOW KEY CONTROL A). To find the definition of a GOLD key sequence, enter SHOW KEY GOLD keyboard key or SHOW KEY GOLD CONTROL keyboard key (for example, SHOW KEY GOLD * or SHOW KEY GOLD CONTROL J). To see the definition for the DELETE key, spell out the word (for example, SHOW KEY GOLD DELETE). To see the definition for a key on the second keypad or in the function key row of the LK201 keyboard, spell out the word FUNCTION and use the EDT FUNCTION number designation, not the F number that appears on the keyboard (for example, SHOW KEY FUNCTION 24 for the F12 key).

By enclosing all parts of the definition except the ending period in parentheses, you can use the keypad GOLD repeat feature to process commands several times in succession.

There are two ways to define or redefine keypad editing keys. From keypad mode, you can use the CTRL/K function. The line-mode DEFINE KEY command can be accessed from any mode.

To use CTRL/K, first press CTRL/K, then press the key or keys you are defining. Whenever you want to include a preset keypad editing key in your definition, press that key as part of the definition process. EDT prompts you for both the key you are defining and the definition. For example, if you want to define CTRL/P to move a paragraph at a time, do the following:

CTRL + **P**

Press the key you wish to define

CTRL + **P**

Now enter the definition terminated by ENTER
PAR.

ENTER
SUBS

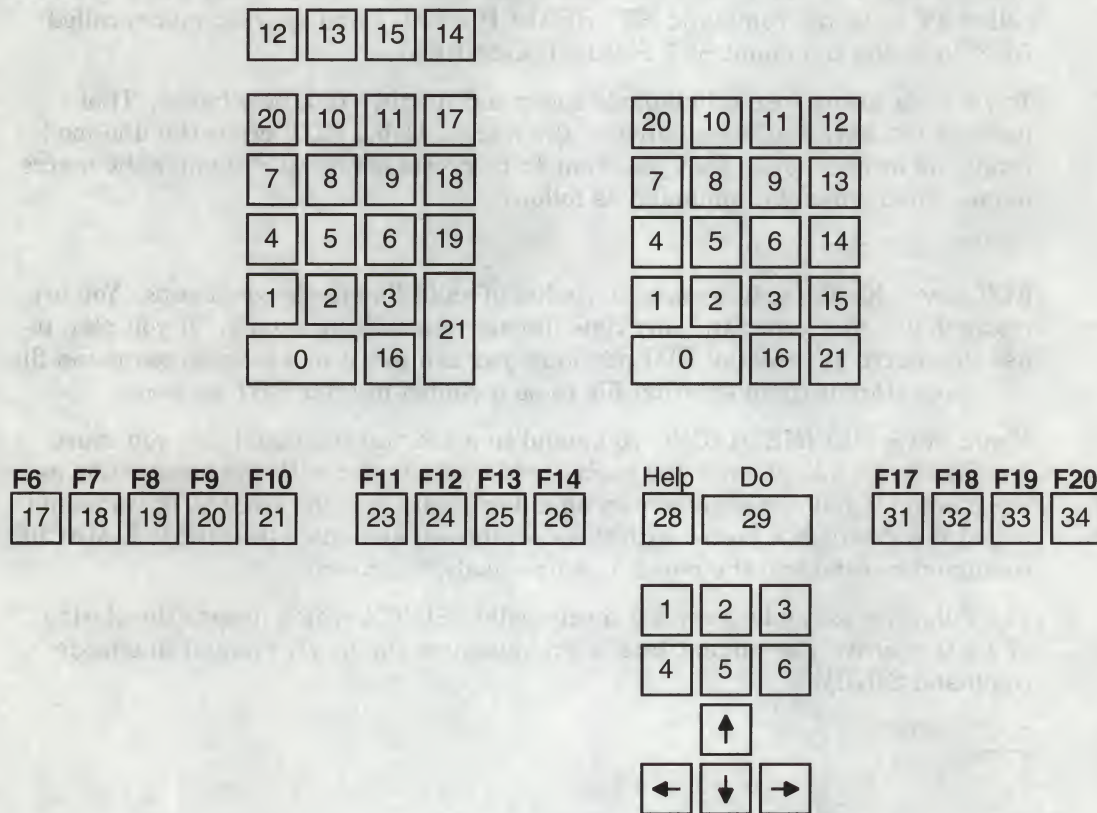
¹ The LK201 F12 and F13 keys are linked to CTRL/H and CTRL/J when the terminal is in VT100 compatibility mode. When the terminal is operating in VT200 mode, F12 and F13 are not linked to CTRL/H and CTRL/J. They have the same preset definitions but can be defined independently, just as CTRL/A and GOLD/A can be defined independently.

The **DEFINE KEY** command in line-mode uses the typed-out version of the key name and requires that the definition be enclosed in quotation marks. The same definition using line-mode is

```
DEFINE KEY CONTROL P AS "PAR."
```

To redefine keypad keys with the **DEFINE KEY** command, you must know their special EDT numbers. Figure 1-4 shows these numbers for both VT100-series and VT52 terminals, as well as the **FUNCTION** numbers for the LK201 keyboard.

Figure 1-4 Keypad Key Numbers



ZK-1770-GE

Enter the following to redefine the **PAGE** function to be "(-W).":

```
DEFINE KEY 7 AS "(-W)."
```

Enter the following to redefine **GOLD Left Arrow** to be "SHL.":

```
DEFINE KEY GOLD 15 AS "SHL."
```


Introduction to EDT

1.7 Defining Keys

The following are some sample DEFINE KEY commands:

```
DEFINE KEY GOLD CONTROL B AS "CHGUW."  
DEFINE KEY GOLD DELETE AS "-DW."  
DEFINE KEY CONTROL V AS "(+V D-CI |^Z)."  
DEFINE KEY CONTROL N AS "'Nokeypad Command: '."  
DEFINE KEY GOLD 21 AS "S^@?'Find: '^@?' Substitute: '^@."  
DEFINE KEY FUNCTION 17 AS "IWashington, DC^Z."
```

1.8 EDT Macros

EDT macros allow you to extend the line-mode command language. A macro is a group of one or more line-mode commands that is processed when you enter the macro name as a line-mode command word. For example, you can create a macro called XT to be the command SET SEARCH EXACT and another macro called GEN to be the command SET SEARCH GENERAL.

To create a macro, use a line-mode command to move to a new buffer. That buffer must have the same name as the macro. Using EDT, enter the line-mode command or commands that you want to be processed when you enter the macro name. Then enter the command as follows:

```
DEFINE MACRO macro-name
```

EDT now adds the macro name to its list of valid line-mode commands. You are ready to use that command any time during your editing session. If you plan to use the macro in repeated EDT sessions, you can put it in a startup command file or simply store it in an external file to be included in later EDT sessions.

If you put a DEFINE MACRO command in a startup command file, you must include commands to enter the macro text into a buffer with the same name as the macro. If you store a macro in an external file, use the INCLUDE command to put the macro in a buffer with the same name, and enter the DEFINE MACRO command to establish the name as a line-mode command.

The following example creates a macro called SINCY, which inserts the closing of a letter above the current line when you enter the newly created line-mode command SINCY.

```
*FIND =SINCY  
*INSERT  
    INSERT ;Sincerely yours,  
    INSERT ;  
    INSERT ;  
    INSERT ;  
    INSERT ;  
    INSERT ;  
    INSERT ;  
    INSERT ;James T. Cortland  
    INSERT ;President
```

CTRL/Z

```
*DEFINE MACRO SINCY  
*FIND =MAIN
```


Introduction to EDT 1.8 EDT Macros

To close a letter from Mr. Cortland, enter SINCY as a line-mode command.

```
*SINCY
*TYPE "sincerely" THRU END
132      Sincerely yours,
133
134
135
136
137
138      James T. Cortland
139      President
[EOB]
```

Dr. [Name] is a [Title] and [Institution] and [Address] for a [Institution] [Address]

[Name] [Address] [City] [State] [Zip]

[Name] [Address] [City] [State] [Zip]

Part II—EDT Keypad Commands

Part II contains descriptions of the EDT keypad commands, qualifiers, and specifiers. Each command, qualifier, and specifier is displayed in alphabetical order at the top of the page.

To help you locate a command more easily, the index entry for each command also specifies its mode with a K (keypad), L (line), or N (nokeypad). For example, the index entry CHAR (K) shows that this is a keypad-mode command.

Keypad functions show the keypad designations and the keypad keys used for both VT100 and VT52 terminals. The VT100 keys are shown first, in red; the VT52 keys are shown in blue. The additional preset keypad-mode function keys available on the LK201 keyboard are shown where appropriate.

There is a description of the purpose and use of each item. Information on special restrictions, if any, is also included.

The last element for many entries is Related Commands, which lists commands or keypad functions that are similar to that entry. Related commands are limited to those that perform almost the identical function in a different mode. If no related command is listed, it means that none exists. For example, there are no related commands for any of the SET or SHOW commands.

Part II - EOT Keyphrases

1. The EOT is a document that is used to record the results of a project or a phase of a project. It is a summary of the project's progress, achievements, and challenges. It is a key document for project management and is used to communicate the project's status to stakeholders.
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Table 1 lists each EDT keypad-mode command and gives a brief description of its function.

Table EDT-1 EDT Keypad-Mode Commands Listed by Function

Keypad Command	Function
ADVANCE	Sets the direction
APPEND	Deletes the select range from the current buffer
BACKSPACE	Moves the cursor to the beginning of the current line
BACKUP	Sets the direction backward
BOTTOM	Moves the cursor to the bottom of the buffer
CHAR (CHARACTER)	Moves the cursor one character in the current direction
CHNGCASE (CHANGE CASE)	Changes the case of the text
COMMAND	Enters a line-mode command
CTRL/A (CONTROL A)	Establishes tab position and resets indentation level
CTRL/C (CONTROL C)	Interrupts operations before processing
CTRL/D (CONTROL D)	Decreases tab level
CTRL/E (CONTROL E)	Increments tab level
CTRL/K (CONTROL K)	Starts key definition process in keypad mode
CTRL/L (CONTROL L)	Inserts a form feed character
CTRL/M (CONTROL M)	Inserts a return character
CTRL/R (CONTROL R)	Refreshes screen display
CTRL/T (CONTROL T)	Indents lines in a select range
CTRL/U (CONTROL U)	Deletes text to left of cursor
CTRL/W (CONTROL W)	Refreshes screen display
CTRL/Z (CONTROL Z)	Shifts from keypad to line mode
CUT	Removes select range from current buffer
DEL C (DELETE CHARACTER)	Deletes character
DEL EOL (DELETE TO END OF LINE)	Deletes text to end of line
DELETE	Deletes character to left of cursor
DEL L (DELETE LINE)	Deletes line
DEL W (DELETE WORD)	Deletes words or parts of words
DO	Processes searches and line editing commands in keypad mode (VT200-series)
DOWN ARROW	Moves cursor down one line
ENTER	Processes searches, line editing commands, and key definitions in keypad mode
EOL (END OF LINE)	Moves cursor to end of line
FILL	Fills a selected range of text
FIND	Searches for specified text
FNDNXT (FIND NEXT)	Searches for text defined by FIND command
GOLD	Performs various editing functions when used with other keys

(continued on next page)

Table EDT-1 (Cont.) EDT Keypad-Mode Commands Listed by Function

Keypad Command	Function
HELP	Provides information from EDT's HELP facility
LEFT ARROW	Moves cursor one character to the left
LINE	Moves cursor to beginning of next line
LINEFEED	Deletes text to left of cursor up to beginning of previous word
OPEN LINE	Inserts line terminator
PAGE	Moves cursor to right of next page marker
PASTE	Copies or moves text within a buffer
REPLACE	Deletes text in select range and replaces it with contents of paste buffer
RESET	Cancels active select range, sets direction to advance, and sets default to DMOV state
RETURN	Adds a line terminator
RIGHT ARROW	Moves cursor one character to right
SECT (SECTION)	Moves cursor one section (16 lines) toward end or beginning of buffer
SELECT	Sets up a select range
SPECINS (SPECIAL INSERT)	Inserts special characters
SUBS (SUBSTITUTE)	Replaces current search string with contents of paste buffer
TAB, CTRL/I	Moves text to right
TOP	Moves cursor to first character at beginning of buffer
UND C (UNDELETE CHARACTER)	Inserts contents of delete character buffer
UND L (UNDELETE LINE)	Inserts contents of delete line buffer
UND W (UNDELETE WORD)	Inserts contents of delete word buffer
UP ARROW	Moves cursor up one line
WORD	Moves cursor to beginning or next word in current direction

ADVANCE Function

Key Sequence

VT100:	<div>ADVANCE BOTTOM</div>	<div>4</div>
VT52:	<div>ADVANCE BOTTOM</div>	<div>4</div>

Description

Pressing ADVANCE sets the direction for subsequent editing work to forward (to the right of the cursor and down toward the end of the buffer).

ADVANCE is the default direction and remains in effect until you press BACKUP.

You can also use the ADVANCE key to set the direction of and process the FIND function. Press the GOLD and FIND keys, enter the string you want to locate, then press ADVANCE to move the cursor forward to find the string.

Examples

Example 1

Sets EDT's direction to forward and moves the cursor three words to the right.

In regard to your memo of January 15th,

ADVANCE
BOTTOM

 +

WORD
CHNGCASE

 +

WORD
CHNGCASE

 +

WORD
CHNGCASE

In regard to your memo of January 15th,

Example 2

Uses ADVANCE to be sure that EDT looks for the string **town** to the right of the cursor.

Acton, MA
Bedford, MA
Charlestown, MA

GOLD

 +

FNDNXT
FIND

Search for: town

ADVANCE
BOTTOM

Acton, MA
Bedford, MA
Charlestown, MA

EDT Keypad Commands
ADVANCE Function

Related Commands

- Nokeypad — ADV (advance)

APPEND Function

Key Sequence

VT100: APPEND REPLACE 9

VT52: GOLD + LEFT APPEND BLUE COLOR + ←

Description

Pressing APPEND deletes the select range from the current buffer and adds it to the end of the PASTE buffer. The previous contents of the PASTE buffer are not deleted.

Example

Alphabetizes the list of names using SELECT, CUT, APPEND, and PASTE.

Joe Spitzer
Trudi Schutz
Becky Santerre
Kathy Waldbauer

VT100: SELECT RESET + LINE OPENLINE + CUT PASTE

(Move the cursor to the **T** in **Trudi**.)

VT100: SELECT RESET + LINE OPENLINE + APPEND REPLACE

(Move the cursor to the **J** in **Joe**.)

VT100: GOLD + CUT PASTE

VT52: SELECT RESET + LINE OPENLINE + CUT PASTE

(Move the cursor to the **T** in **Trudi**.)

VT52: SELECT RESET + LINE OPENLINE + GOLD + LEFT APPEND

(Move the cursor to the **J** in **Joe**.)

VT52: GOLD + CUT PASTE

Becky Santerre
Trudi Schutz
Joe Spitzer
Kathy Waldbauer

EDT Keypad Commands

APPEND Function

Related Commands

- Nokeypad — APPEND

BACKSPACE Function CTRL/H

Key Sequence

VT100:	<div>BACKSPACE</div>	<div>BACK SPACE</div>
VT52:	<div>BACKSPACE</div>	<div>BACK SPACE</div>
LK201:	<div>BACKSPACE</div>	<div>F12</div>
All:	<div>CTRL/H</div>	<div>CTRL + H</div>

Description

Pressing BACKSPACE causes the cursor to move to the beginning of the current line. If the cursor is already at the beginning of a line, pressing BACKSPACE moves it to the beginning of the previous line.

The BACKSPACE key and CTRL/H always have the same preset function in EDT. When you redefine the BACKSPACE key, you redefine CTRL/H (except for terminals with LK201 keyboards when they are operating in VT200 mode). To redefine the BACKSPACE key using the line-mode DEFINE KEY command, enter DEFINE KEY CONTROL H. To find the definition of the BACKSPACE key, enter SHOW KEY CONTROL H. For terminals with LK201 keyboards, use DEFINE KEY FUNCTION 24 and SHOW KEY FUNCTION 24 for the F12 key.

Example

Moves the cursor to the beginning of the third line and then to the beginning of the second line.

All employees wishing to leave early on
December 24th must obtain permission from
their department supervisors._

BACK
SPACE

 +

BACK
SPACE

All employees wishing to leave early on
December 24th must obtain permission from
their department supervisors.

Related Commands

- Nokeypad — BL (beginning of line)

BACKUP Function

Key Sequence

VT100:

BACKUP TOP

5

VT52:

BACKUP TOP

5

Description

Pressing BACKUP sets the direction for subsequent editing work to backward (to the left of the cursor toward the beginning of the buffer).

You can use the BACKUP key to set the direction of and process the FIND function. Press the GOLD and FIND keys, enter the string you want to locate, and then press BACKUP to move the cursor backward to find the string.

To change EDT's direction to forward, use ADVANCE. The RESET function also sets EDT's direction to forward.

Examples

Example 1

Sets the direction to backward and moves the cursor three words to the left.

In regard to your memo of January 15th,

BACKUP TOP

 +

WORD CHNGCASE

 +

WORD CHNGCASE

 +

WORD CHNGCASE

In regard to your memo of January 15th,

Example 2

Ensures that EDT searches for the string **Ana** toward the top of the buffer.

Anaheim, CA
Bakersfield, CA
Claremont, CA_

GOLD

 +

FNDNXT FIND

Search for: Ana

BACKUP TOP

Anaheim, CA
Bakersfield, CA
Claremont, CA

EDT Keypad Commands BACKUP Function

Related Commands

- Nokeypad — BACK (backup)

BOTTOM Function

Key Sequence

VT100: GOLD + ADVANCE
BOTTOM PF1 + 4

VT52: GOLD + ADVANCE
BOTTOM BLUE
COLOR + 4

Description

Pressing **BOTTOM** moves the cursor to the end of the buffer, after the last character position in the buffer. The cursor is positioned at the end of buffer ([EOB]) mark.

Example

Moves the cursor to the bottom of the buffer.

Dear Sir:

.
.
.

Sincerely yours,
.BLANK 5
David Foster
Manager
[EOB]

GOLD + ADVANCE
BOTTOM

Dear Sir:

.
.
.

Sincerely yours,
.BLANK 5
David Foster
Manager
[EOB]

Related Commands

- Line — TYPE END
- Nokeypad — ER (end of range)

CHAR (Character) Function

Key Sequence

VT100:

CHAR
SPECINS

3

Description

Pressing CHAR (character) moves the cursor one character in the current direction (forward or backward, depending on whether ADVANCE or BACKUP is in effect).

This key is not on the VT52 keypad. However, the LEFT and RIGHT arrow keys can be used to move the cursor one character position.

Example

Sets the direction to backward and moves the cursor three characters to the left.

This product performs perfectly_

BACKUP
TOP + CHAR
SPECINS + CHAR
SPECINS + CHAR
SPECINS

This product performs perfectly_.

Related Commands

- Nokeypad — C (character)

CHNGCASE (Change Case) Function

Key Sequence

VT100: GOLD + WORD
CHNGCASE PF1 + 1

VT52: GOLD + WORD
CHNGCASE BLUE
COLOR + 1

Description

Pressing CHNGCASE (change case) changes the case of letters in your text. Uppercase letters become lowercase; lowercase letters become uppercase. The number of letters affected by this function depends on several factors: active select range, cursor location, SET SEARCH parameter, and repeat count. The following chart shows what happens when you use CHNGCASE under various conditions:

Conditions	Results
SELECT RANGE ACTIVE	Changes the case of every letter in the select range. All lowercase letters become uppercase; all uppercase letters become lowercase.
NO SELECT RANGE ACTIVE	
1a. SET SEARCH BEGIN in effect. Cursor on first character of current search string. Repeat count = 0 or 1.	Changes the case of every letter in the search string. All lowercase letters become uppercase; all uppercase letters become lowercase. Moves the cursor to the character to the right of the search string.
1b. SET SEARCH END in effect. Cursor to the right of current search string. Repeat count = 0 or 1.	Changes the case of every letter in the search string. All lowercase letters become uppercase; all uppercase letters become lowercase. Moves the cursor to the first character of the search string.
2a. Current direction is forward. *Cursor not at active end of current search string. Repeat count = 0 or 1.	Changes the case of the letter that the cursor is on. Moves the cursor one column to the right.
2b. Current direction is backward. *Cursor not at active end of current search string. Repeat count = 0 or 1.	Changes the case of the letter to the left of the cursor. The cursor remains on the altered letter.
3a. Repeat count greater than 1. Current direction is forward.	Changes the case of the number of letters given in the repeat count. Moves the cursor to the right of the last altered character.
3b. Repeat count greater than 1. Current direction is backward.	Changes the case of the number of letters given in the repeat count. Moves the cursor to the leftmost altered letter.

EDT Keypad Commands CHNGCASE (Change Case) Function

* Active end of select range:

SET SEARCH BEGIN

Positions cursor on first character of current search string.

SET SEARCH END

Positions cursor one character to the right of current search string.

Examples

Example 1

First changes the case of the **M** in **Maynard** to lowercase. Then changes the case of the entire word to uppercase.

Maynard, MA

GOLD + **WORD CHNGCASE**

maynard, MA

(Move the cursor back to the **m** in **maynard**.)

SELECT RESET + **WORD CHNGCASE** + **GOLD** + **WORD CHNGCASE**

MAYNARD, MA

Example 2

Using **FIND** and **FNDNXT**, locates and changes the case of the string **back** in lines 2 and 3.

BACK
backspace
backup

GOLD + **FNDNXT FIND**

Search for: back

ENTER SUBS

GOLD + **WORD CHNGCASE** + **FNDNXT FIND** + **GOLD** + **WORD CHNGCASE**

BACK
BACKspace
BACKup

Related Commands

- Nokeypad — CHGC (change case)
- Nokeypad — CHGL (change case lower)
- Nokeypad — CHGU (change case upper)

COMMAND Function

Key Sequence

VT100: GOLD + PAGE
COMMAND PF1 + 7

VT52: GOLD + PAGE
COMMAND BLUE
COLOR + 7

Description

Pressing COMMAND enables you to enter a line-mode command while EDT is still in keypad mode. When you press GOLD and COMMAND, EDT prompts you with *Command:* at the bottom of the screen. Enter the line-mode command you want to use, for example EXIT, then press the ENTER key on the keypad to send the command to EDT.

Use CTRL/Z to shift from keypad to line editing if you want to enter several line-mode commands in a row.

You can enter two or more line-mode commands on the same line by separating the commands with semicolons. If you want to put nokeypad commands after the line-mode command, use CHANGE ;nokeypad-commands form. You can use EDT macros with the COMMAND function just as you would any other line-mode command.

Examples

Example 1

Uses the line-mode SHOW BUFFER command while still in keypad mode.

GOLD + PAGE
COMMAND

Command: SHOW BUFFER

ENTER
SUBS

```
BUF1  2      lines
=BUF2  5      lines
MAIN  237    lines
PASTE  1      lines
Press return to continue
```


EDT Keypad Commands

COMMAND Function

Example 2

Uses the line-mode WRITE command to put a copy of the remaining lines in the current buffer into an external file called SAVE.DAT. EDT remains in keypad mode.

GOLD + **PAGE
COMMAND**

Command: WRITE SAVE.DAT REST

**ENTER
SUBS**

Command: WRITE SAVE.DAT REST
DISK\$USER:[SMITH]SAVE.DAT 36 lines

Related Commands

- Nokeypad — EXT (extend)

EDT Keypad Commands

CTRL/A (Control A) Function

CTRL/A (Control A) Function

GOLD/A

Key Sequence

VT100:	CTRL/A	CTRL + A
VT52:	CTRL/A	CTRL + A
VT100:	GOLD/A	GOLD + A
VT52:	GOLD/A	GOLD + A

Description

Pressing CTRL/A establishes the tab position at the present cursor position and resets the indentation level count to be the quotient of the cursor position divided by the SET TAB value. To use CTRL/A, the current cursor position must be a multiple of the SET TAB value. For example, if the SET TAB value is 5, you can use CTRL/A for cursor locations at positions 5, 10, 15, 20, and so on. If the cursor is at some other column, for example 13, and you press CTRL/A, EDT prints an error message.

CTRL/A does not move text. You must use the TAB function to indent a line. CTRL/A works only if SET TAB is in effect. EDT's default is SET NOTAB.

Example

Using a SET TAB value of 5, sets the indentation level count to 3 to move the first line of text 15 columns to the right. Uses SHOW TAB to verify the tab size and level count.

This is the first line.
This is the second line.

GOLD + **PAGE
COMMAND**

Command: SET TAB 5

**ENTER
SUBS**

(Move the cursor 15 spaces to the right.)

This is the first line.

CTRL/A

(Now move the cursor back to the beginning of the line you want to indent.)

TAB

This is the first line.
This is the second line.

GOLD + **PAGE
COMMAND**

EDT Keypad Commands CTRL/A (Control A) Function

Command: SHOW TAB

ENTER
SUBS

Command: SHOW TAB
tab size 5; tab level 3

Related Commands

- Nokeypad — TC (tab compute)

EDT Keypad Commands

CTRL/C (Control C) Function

CTRL/C (Control C) Function

Key Sequence

VT100: CTRL/C CTRL + C
VT52: CTRL/C CTRL + C

Description

Pressing CTRL/C interrupts certain operations before EDT finishes processing them. You can use CTRL/C to stop a runaway search through a long file or to stop a long repeat count. CTRL/C can also be used to halt certain EDT operations. For example, you can use CTRL/C to stop EDT from displaying a whole buffer when you use the line-mode TYPE command to move to another buffer.

When EDT aborts the operation, it prints the message "Aborted by CTRL/C." If EDT cannot stop a particular process, it prints the message "CTRL/C ignored."

Note: You cannot redefine the CTRL/C function.

Example

Stops EDT from printing the entire contents of the buffer DARCY_LET.

GOLD + PAGE
COMMAND

Command: SHOW BUFFER

ENTER
SUBS

Command: SHOW BUFFER
DARCY_LET 40 lines
=MAIN 12 lines
PASTE No lines
Press return to continue

RETURN

*TYPE =DARCY__LET
1 August 20, 1983
2
3 Mr. Charles R. Darcy
4 Production Manager
5 Midland Manufacturing Corporation
6 East St. Louis, IL 62202

CTRL/C

Aborted by CTRL/C

EDT Keypad Commands CTRL/C (Control C) Function

Related Commands

- Line — CTRL/C
- Nokeypad — CTRL/C

EDT Keypad Commands

CTRL/D (Control D) Function

CTRL/D (Control D) Function

GOLD/D

Key Sequence

VT100:	CTRL/D	CTRL + D
VT52:	CTRL/D	CTRL + D
VT100:	GOLD/D	GOLD + D
VT52:	GOLD/D	GOLD + D

Description

Pressing CTRL/D decreases the TAB level count one tab setting. The tab level count is the multiple of the SET TAB value that determines the tab indentation level. Suppose the SET TAB value is 5, the tab level count is 3, and the current indentation level is 15. If you press CTRL/D and then the TAB key, the subsequent text will be moved over 10 columns. The SET TAB value is still 5, but the tab level count is now 2 and the current indentation level is 10.

CTRL/D does not move text. You must use the TAB function to indent a line. CTRL/D only works if SET TAB is in effect. EDT's default is SET NOTAB.

Example

Uses SHOW TAB to display the current tab size and level count. Then decreases the level count by 1 and uses TAB to move the second line four columns to the right.

- I. Main Topic
- A. Major Subtopic
- 1. Minor Subtopic
- 2. Minor Subtopic

GOLD + **PAGE
COMMAND**

Command: SHOW TAB

**ENTER
SUBS**

Command: SHOW TAB
tab size 4; tab level 2

CTRL/D + **TAB**

- I. Main Topic
- A. Major Subtopic
- 1. Minor Subtopic
- 2. Minor Subtopic

EDT Keypad Commands CTRL/D (Control D) Function

Related Commands

- Nokeypad — TD (tab decrement)

EDT Keypad Commands

CTRL/E (Control E) Function

CTRL/E (Control E) Function

GOLD/E

Key Sequence

VT100:	<div>CTRL E</div>	<div>CTRL</div> + <div>E</div>
VT52:	<div>CTRL E</div>	<div>CTRL</div> + <div>E</div>
VT100:	<div>GOLD E</div>	<div>GOLD</div> + <div>E</div>
VT52:	<div>GOLD E</div>	<div>GOLD</div> + <div>E</div>

Description

Pressing CTRL/E increments the tab level count by 1. The tab level count is the multiple of the SET TAB value that determines the tab indentation level. Suppose the SET TAB value is 5, the tab level count is 2, and the current indentation level is 10. If you press CTRL/E and then the TAB key, the subsequent text will be moved over 15 columns. The SET TAB value is still 5, but the tab level count is now 3 and the current indentation level is 15.

CTRL/E does not move text. You must use the TAB function to indent a line. CTRL/E only works if SET TAB is in effect. EDT's default is SET NOTAB.

Example

First uses SHOW TAB to display the current tab size and level count. Then increments the level count by 1 and uses TAB to move the third line eight columns to the right.

- I. Main Topic
 - A. Major Subtopic
 - 1. Minor Subtopic
 - 2. Minor Subtopic

GOLD

 +

PAGE
COMMAND

Command: SHOW TAB

ENTER
SUBS

Command: SHOW TAB
tab size 4; tab level 1

CTRL/E

 +

TAB

EDT Keypad Commands CTRL/E (Control E) Function

- I. Main Topic
 - A. Major Subtopic
 1. Minor Subtopic
2. Minor Subtopic

Related Commands

- Nokeypad — TI (tab increment)

CTRL/K (Control K) Function

Key Sequence

VT100: CTRL/K CTRL + K
VT52: CTRL/K CTRL + K

Description

Pressing CTRL/K starts the key definition process in keypad mode. You can create key definitions using both nokeypad commands and predefined function keys. You can define a key by using only nokeypad commands, by pressing predefined function keys, or by combining nokeypad commands with pressing predefined function keys.

Five types of keys can be defined or redefined:

- A keypad key with or without GOLD
All keypad keys can be redefined.
If the current definition of a key is GOLD, you must use the line-mode DEFINE KEY command to redefine that key. GOLD is the default definition for the top left-hand keypad key (PF1 on VT100; blue on VT52). If you are defining a key to have the RESET function, you must enter the word RESET in the definition line.
- CONTROL with a keyboard character, with or without GOLD
EDT does not allow you to redefine CTRL/C. Some CONTROL character combinations are system commands and, for that reason, cannot be redefined. These include O, P, Q, S, X, Y, and [.
Note that you cannot press CTRL/U to enter its definition in the definition line.
- GOLD with a keyboard character
GOLD can be used with any keyboard character except the digits 0 through 9 and the minus sign.
- The DELETE key with or without GOLD
The DELETE key can be redefined by itself or with GOLD.
You cannot press DELETE or X to enter its definition in the definition line.
- FUNCTION keys on the LK201 keyboard
These include the six keys located above the arrow keys on the terminal's "editing" keypad as well as keys F6 through F20 on the function key row across the top of the keyboard.

To define a key in keypad-mode, first press CTRL/K. EDT displays the message:

Press the key you wish to define

Press the key or key sequence you want to define. EDT then displays the message:

Now enter the definition and press ENTER

EDT Keypad Commands CTRL/K (Control K) Function

Enter your definition and/or press existing keypad function keys and then press the ENTER key as instructed. (The DO key on LK201 keyboards does not process a CTRL/K key definition.) The process is now complete. If you want to review the definition of any key, use the line-mode SHOW KEY command.

Any nokeypad command can be used in a key definition. The same entity specifiers that are available in nokeypad mode are available for key definitions. Most preset EDT function keys have nokeypad definitions. (GOLD and RESET are exceptions.) Use the SHOW KEY command to see these definitions.

When you look at the definitions for most preset functions, notice that they end with a period. This period is the definition for the ENTER function. When you complete your definition with a period, EDT processes the command as soon as you press the key or key sequence. If the period is omitted, EDT stores the command and does not show the results until you press RETURN, ENTER, or another function key with the period at the end of its definition. For example, if you define GOLD/P to be 2DL., when you press the GOLD key and then the P key, two lines will disappear from your screen. If the definition is 2DL, no change appears on the screen after pressing GOLD and then P. But as soon as you press another function key, the two lines vanish. Be sure to use the period key on the main keyboard, not the one on the keypad, to complete your definitions.

Examples

Example 1

Defines the key sequence GOLD/D to insert Dr. (and a space) to the left of the cursor.

```
James T. Roberts
June C. Rumpole
Andrew R. Schaefer
Cynthia Sears
```

CTRL/K

Press the key you wish to define

GOLD + **D**

Now enter the definition terminated by ENTER.

IDr. + **SPACEBAR** + **CTRL/Z** + **>**

ENTER
SUBS

(Move the cursor to the lines you want to modify and press GOLD/D.)

```
Dr. James T. Roberts
June C. Rumpole
Andrew R. Schaefer
Dr. Cynthia Sears
```


EDT Keypad Commands

CTRL/K (Control K) Function

Example 2

Defines the key sequence CTRL/P to remove characters from the end of a line, using the nokeypad command line (+V D+EL). Using the GOLD/repeat feature, you can process all five lines at once.

```
*****  
TW184739-47 $5.76  
TW184741-38 $3.49  
TW184742-84 $7.98  
TW184746-64 $9.85  
TW184747-38 $2.66
```

CTRL/K

Press the key you wish to define.

CTRL + **P**

Now enter the definition terminated by ENTER.

(+V D+EL).

ENTER
SUBS

(Position the cursor directly above the space after the 47.)

GOLD + **S** + **CTRL** + **P**

```
*****  
TW184739-47  
TW184741-38  
TW184742-84  
TW184746-64  
TW184747-38_
```

Related Commands

- Line — DEFINE KEY
- Nokeypad — DEFK

CTRL/L (Control L) Function

Key Sequence

VT100: CTRL/L CTRL + L
VT52: CTRL/L CTRL + L

Description

Pressing CTRL/L inserts a form feed character (<FF>) into your text. You can also use CTRL/L to enter a form feed in search strings and SET commands.

Examples

Example 1

Shows how to enter the default boundary list for the SET ENTITY WORD command. The first **Command:** line shows what you enter up to the point where the boundary limits are entered. The second **Command:** line shows what EDT displays on the screen after you have pressed the spacebar and the five control key sequences. The SHOW ENTITY WORD command displays the control characters differently.

GOLD + PAGE
COMMAND

Command: SET ENTITY WORD "

SPACEBAR + CTRL/I + CTRL/J + CTRL/K + CTRL/L + CTRL/M + "

Command: SET ENTITY WORD " ^I^J^K^L^M"

ENTER
SUBS

GOLD + PAGE
COMMAND

Command: SHOW ENTITY WORD

ENTER
SUBS

Command: SHOW ENTITY WORD
<LF><VT><FF><CR>

Example 2

Shows how to enter the form feed character in your text.

Page 37

CTRL/L

<FF>Page 37

EDT Keypad Commands

CTRL/L (Control L) Function

Related Commands

- ^L. is the nokeypad definition of CTRL/L.

CTRL/M (Control M) Function

Key Sequence

VT100: CTRL/M CTRL + M
VT52: CTRL/M CTRL + M

Description

Pressing CTRL/M inserts a carriage return character (<CR>) into your text. You can also use CTRL/M to enter a carriage return character (<CR> or ^M) in strings and SET commands. CTRL/M is not identical to an EDT line terminator. However, in keypad mode, you can use CTRL/M to mean a line terminator in search and substitute strings.

When you redefine the CTRL/M key sequence, you also automatically redefine the RETURN key. It is recommended that you do not alter the preset definition of CTRL/M for that reason.

Examples

Example 1

Shows how to enter the default boundary list for the SET ENTITY WORD command. The first **Command:** line shows what you enter up to the point where the boundary limits are entered. The second **Command:** line shows what EDT displays on the screen after you have pressed the spacebar and the five control key sequences. The SHOW ENTITY WORD command displays the control characters differently.

GOLD + PAGE
COMMAND

Command: SET ENTITY WORD "

SPACEBAR + CTRL/I + CTRL/J + CTRL/K + CTRL/L + CTRL/M + "

Command: SET ENTITY WORD " _^I_^J_^K_^L_^M"

ENTER
SUBS

GOLD + PAGE
COMMAND

Command: SHOW ENTITY WORD

ENTER
SUBS

Command: SHOW ENTITY WORD
 <LF><VT><FF><CR>

EDT Keypad Commands

CTRL/M (Control M) Function

Example 2

Uses CTRL/M in the search string to locate the string at the end of the line.

Model Number	Price	Sale Price
Model 38567X	\$38.99	\$33.99
Model 37580Z	\$47.99	\$41.99

GOLD + **PAGE
COMMAND**

Search for:

9 + **9** + **CTRL/M**

Search for: 99^M

**ENTER
SUBS**

Model Number	Price	Sale Price
Model 38567X	\$38.99	\$33.99
Model 37580Z	\$47.99	\$41.99

Related Commands

- ^M. is the nokeypad definition for CTRL/M.

CTRL/R (Control R) Function GOLD/R

Key Sequence

VT100:	CTRL/R	CTRL + R
VT52:	CTRL/R	CTRL + R
VT100:	GOLD/R	GOLD + R
VT52:	GOLD/R	GOLD + R

Description

Pressing CTRL/R (in keypad mode) refreshes the screen display. This function has no effect on the text you are editing. It simply clears and redraws the screen, eliminating any extraneous characters or messages that might have appeared on the screen but are not part of the current text you are editing. Note that CTRL/R performs the same function as CTRL/W in keypad-mode.

Example

Refreshes the screen to eliminate the notification of new mail on the fourth line.

There will be a meeting of the Utilities Team
at 9:30 a.m. on January 15, 1988 in the Glen
Room. All members are expected to attend.
New mail from XXXXXX::BROWNe served.

CTRL/R

There will be a meeting of the Utilities Team
at 9:30 a.m. on January 15, 1988 in the Glen
Room. All members are expected to attend.
Coffee and doughnuts will be served.

Related Commands

- Line — CTRL/R
- Nokeypad — REF (refresh)

EDT Keypad Commands

CTRL/T (Control T) Function

CTRL/T (Control T) Function

GOLD/T

Key Sequence

VT100:	CTRL/T	CTRL + T
VT52:	CTRL/T	CTRL + T
VT100:	GOLD/T	GOLD + T
VT52:	GOLD/T	GOLD + T

Description

Pressing CTRL/T indents the lines in a select range that must contain only whole lines. After creating the select range, press CTRL/T to move the select range lines over one tab stop to the right. Use a repeat count to indent the lines more than one tab stop. To move the text one tab stop to the left, press GOLD and then the minus sign (-) before CTRL/T. You can move the lines several tab stops to the left by using both the minus sign and a repeat count.

CTRL/T works only if SET TAB is in effect. EDT's default is SET NOTAB. To determine the current SET TAB value, use the SHOW TAB command. Note that CTRL/T is not affected by the tab level count, nor does that count have any effect on how far text is indented.

When the DCL command SET CONTROL=T is in effect, you cannot use CTRL/T in EDT to perform tabbing. If DCL is set to NOCONTROL=T (the default), CTRL/T will perform tabbing in EDT. GOLD/T always performs its tabbing function in EDT, unless you have redefined the key sequence.

Example

Sets the tab value to 5. Using a select range for lines 2 and 3, indents them one tab level (5 columns). Using a select range for lines 4 and 5 and a repeat count of 2, indents them two tab levels (10 columns).

```
I. Main Topic
A. Major Subtopic
B. Major Subtopic
1. Minor Subtopic
2. Minor Subtopic
```

GOLD + PAGE
COMMAND

Command: SET TAB 5

ENTER
SUBS
SELECT
RESET + LINE
OPENLINE + LINE
OPENLINE + CTRL/T

SELECT
RESET + LINE
OPENLINE + LINE
OPENLINE + GOLD + @
2 + CTRL/T

EDT Keypad Commands CTRL/T (Control T) Function

- I. Main Topic
 - A. Major Subtopic
 - B. Major Subtopic
 - 1. Minor Subtopic
 - 2. Minor Subtopic
- I. Second Main Topic

Related Commands

- Line — TAB ADJUST
- Nokeypad — TADJ (tab adjust)

CTRL/U (Control U) Function GOLD/U

Key Sequence

VT100:	CTRL/U	CTRL + U
VT52:	CTRL/U	CTRL + U
VT100:	GOLD/U	GOLD + U
VT52:	GOLD/U	GOLD + U

Description

Pressing CTRL/U deletes everything from the character to the left of the cursor to the beginning of the line. If the cursor is in the middle or at the end of the line and CTRL/U is pressed, EDT deletes the characters between the cursor and the beginning of that line. If the cursor is at the beginning of a line when CTRL/U is pressed, the line above the cursor is deleted. Text deleted by CTRL/U is stored in the delete line buffer. Use UND L to insert or restore the deleted text.

CTRL/U can be used to cancel a COMMAND, FIND, or CTRL/K operation. For example, if you have pressed GOLD/COMMAND and have started to enter a line-mode command, you can press CTRL/U to return the cursor to the text. If you have pressed GOLD/FIND and have started to enter a search string, you can also press CTRL/U to return the cursor to the text. The string in the search buffer remains the same as it was before you pressed GOLD/FIND. Similarly, if you are in the process of creating a key definition with CTRL/K, you can press CTRL/U to cancel the definition process.

CTRL/X always performs the same function as CTRL/U, regardless of the definition assigned to CTRL/X.

Example

Deletes the first part of the second line.

Before signing up for the course, check with Fran Pelletier.
Or you can call the registrar yourself. Be sure that you have

CTRL/U

Before signing up for the course, check with Fran Pelletier.
Be sure that you have

Related Commands

- Nokeypad — DBL (delete to beginning of line)

CTRL/W (Control W) Function GOLD/W

Key Sequence

VT100:	CTRL/W	CTRL + W
VT52:	CTRL/W	CTRL + W
VT100:	GOLD/W	GOLD + W
VT52:	GOLD/W	GOLD + W

Description

Pressing CTRL/W or GOLD/W refreshes the screen display. This function has no effect on the text you are editing; it simply clears and redraws the screen, eliminating any extraneous characters or messages that have appeared on the screen but are not part of the current text you are editing. Note that CTRL/W performs the same function as CTRL/R in keypad mode.

Example

Refreshes the screen to eliminate the notification of new mail on the fourth line.

There will be a meeting of the Utilities Team
at 9:30 a.m. on January 15, 1988 in the Glen
Room. All members are expected to attend.
New mail from ZZZZZZ::BLACke served.

CTRL/W

There will be a meeting of the Utilities Team
at 9:30 a.m. on January 15, 1988 in the Glen
Room. All members are expected to attend.
Coffee and doughnuts will be served.

Related Commands

- Nokeypad — REF (refresh)

EDT Keypad Commands

CTRL/Z (Control Z) Function

CTRL/Z (Control Z) Function

GOLD/Z

Key Sequence

VT100:	CTRL/Z	CTRL + Z
VT52:	CTRL/Z	CTRL + Z
VT100:	GOLD/Z	GOLD + Z
VT52:	GOLD/Z	GOLD + Z

Description

Pressing CTRL/Z shifts EDT from keypad mode to line mode. After you have pressed CTRL/Z, the line mode asterisk prompt (*) appears indicating that EDT is ready to accept line-mode commands. To resume keypad editing, use the line-mode CHANGE command.

Example

Shifts from keypad mode to line mode.

Customer called Repair Service 5/25/88.
One of his telephones was not working.
He was told to disconnect his phone and
take it to his nearest phone store.

.
.
.

CTRL/Z

*TYPE .

2

One of his telephones was not working.

Related Commands

- Line — CHANGE
- Nokeypad — EX (exit to line mode)

CUT Function

Key Sequence

VT100:	<div>CUT PASTE</div>	<div>6</div>
VT52:	<div>CUT PASTE</div>	<div>3</div>
LK201:	<div>CUT PASTE</div>	<div>Re- move</div>

On LK201 keyboards, both the 6 keypad key and the REMOVE key have the same preset function.

Description

Pressing CUT removes the active select range from the current buffer and stores it in the PASTE buffer. You can use CUT to delete large or small sections of text. When you use CUT in conjunction with the PASTE function, you can move or copy text from one place in the current buffer to another place in that buffer.

When you use CUT to delete only part of a line, EDT adds a line terminator at the end of the text being stored in the PASTE buffer. The line terminator is necessary because EDT cannot store partial lines in the PASTE buffer. When you use the PASTE function, EDT removes the added line terminator. Thus, when you insert the text, you do not have an extra line terminator.

The steps for moving and copying text are described under the keypad PASTE function.

Example

Using a select range, moves the first line to the PASTE buffer and then uses PASTE to insert that line in the proper chronological sequence between Adams and Madison.

Thomas Jefferson
George Washington
John Adams
James Madison

SELECT
RESET

 +

LINE
OPENLINE

 +

CUT
PASTE

(Move the cursor to the **J** in **James Madison**.)

GOLD

 +

CUT
PASTE

George Washington
John Adams
Thomas Jefferson
James Madison

EDT Keypad Commands

CUT Function

Related Commands

- Nokeypad — CUT

DEL C (Delete Character) Function

Key Sequence

VT100:

DEL C
UND C

|

VT52:

DEL C
UND C

6

Description

Pressing DEL C (delete character) deletes the character on which the cursor is positioned. The cursor stays in the same position, but the remaining characters on the line shift one position to the left.

The deleted character is stored in the delete character buffer. Only one character at a time can occupy that buffer. Each time you delete a character with DEL C or with the DELETE function, the contents of the delete character buffer are overwritten. Remember that the delete character buffer is inaccessible to you and that its name does not appear in the list displayed by the SHOW BUFFER command.

Use UND C to restore or insert the contents of the delete character buffer into your text.

DEL C deletes the character the cursor is on; the DELETE function always deletes the character to the left of the cursor. (**D-C.** is the nokeypad definition for DELETE.)

Examples

Example 1

Deletes the second period after **Dr.**

Dr.. William W. Williams

DEL C
UND C

Dr._William W. Williams

Example 2

Reverses the order of the mistyped letters, using UND C to insert the deleted letter in its proper place.

teh_ wrong turn

DEL C
UND C

EDT Keypad Commands

DEL C (Delete Character) Function

(Move the cursor one position to the left.)

GOLD + **DEL C**
UND C

the wrong turn

Related Commands

- Line — DELETE
- Nokeypad — DC

The DEL C command deletes the character to the left of the cursor. The cursor is moved one position to the left. The DEL C command is used to delete a character from a line of text. For example, if the cursor is positioned at the end of the line "the wrong turn", pressing DEL C will delete the character "n" and the cursor will move to the position of the "t".

The DEL C command is used to delete a character from a line of text. For example, if the cursor is positioned at the end of the line "the wrong turn", pressing DEL C will delete the character "n" and the cursor will move to the position of the "t".

The DEL C command is used to delete a character from a line of text. For example, if the cursor is positioned at the end of the line "the wrong turn", pressing DEL C will delete the character "n" and the cursor will move to the position of the "t".

The DEL C command is used to delete a character from a line of text. For example, if the cursor is positioned at the end of the line "the wrong turn", pressing DEL C will delete the character "n" and the cursor will move to the position of the "t".

Examples

Example 1
Initial line: the wrong turn
Cursor: at the end of the line
Action: Press DEL C
Result: the wrong tur

Example 2
Initial line: the wrong turn
Cursor: at the end of the line
Action: Press DEL C
Result: the wrong tur

DEL EOL (Delete to End of Line) Function

Key Sequence

VT100: GOLD + EOL
DEL EOL PF1 + 2

VT52: GOLD + EOL
DEL EOL BLUE
COLOR + 2

Description

Pressing DEL EOL (delete to end of line) deletes everything on a line from the character the cursor is on up to, but not including, the line terminator. The cursor remains in the same position as it was before DEL EOL was pressed. If the cursor is on a line terminator, DEL EOL deletes that line terminator and all the text up to the next line terminator.

The characters deleted from the line are placed in the delete line buffer. Each time DEL EOL, DEL L, or CTRL/U is used, the contents of that buffer are overwritten. Use UND L to restore or insert the contents of the buffer in your text.

When you use DEL EOL, EDT deletes the characters up to the line terminator to the right of the cursor. DEL L deletes those same characters, but also deletes the line terminator and positions the cursor on the first character of the next line. CTRL/U deletes the text from the character to the left of the cursor to the beginning of the line.

Examples

Example 1

Deletes the location information after the name.

Bob Jamison_ MK01-2/E37

GOLD + EOL
DEL EOL

Bob Jamison_

Example 2

Deletes the phone extension number on the second line, but does not delete the line terminator.

Al Kerr
x3946

GOLD + EOL
DEL EOL

Al Kerr

-

EDT Keypad Commands

DEL EOL (Delete to End of Line) Function

Related Commands

- Line — DELETE
- No keypad — DEL (delete to end of line)
- No keypad — DNL

DELETE Function

Key Sequence

VT100:	DELETE	DELETE
VT52:	DELETE	DELETE
LK201:	DELETE	<X>

Description

Pressing the DELETE key deletes the character to the left of the cursor. If the cursor is at the beginning of a line, pressing DELETE deletes the preceding line terminator.

When a character is deleted using the DELETE key, that character is placed in the delete character buffer. The contents of the buffer are overwritten each time a character is deleted either by the DELETE function or by DEL C. Use UND C to restore or insert the contents of the delete character buffer into the text you are editing.

Use the DELETE key to edit the text you enter in response to EDT prompts such as **Search for:** or **Command:**. These deleted characters are not stored in the delete character buffer.

The difference between DELETE and DEL C is that DEL C deletes the character that the cursor is on; DELETE deletes the character to the left of the cursor.

Examples

Example 1

Deletes the **c** from the misspelled name.

John Smitch_

DELETE

John Smith_

Example 2

Deletes the line terminator that is separating the first and second lines.

This is the first line.
This is the second line.
This is the third line.

DELETE

This is the first line.This is the second line.
This is the third line.

EDT Keypad Commands

DELETE Function

Related Commands

- Line — DELETE
- Nokeypad — D-C (delete character to the left)
- Nokeypad — D+C (delete character to the right)

DEL L (Delete Line) Function

Key Sequence

VT100:	<div>DEL L UND L</div>	<div>PF4</div>
VT52:	<div>DEL L UND L</div>	<div>GRAY COLOR</div>

Description

Pressing DEL L (delete line) deletes everything on a line starting with the character that the cursor is on up to and including the line terminator. The cursor position remains unchanged on the screen.

If the cursor is on the first character of the line when you press DEL L, the entire line is deleted and the cursor is positioned on the first character of the following line.

The characters deleted by DEL L, DEL EOL, or CTRL/U are stored in the delete line buffer. Each time a line or piece of line is deleted, the contents of the delete line buffer are overwritten. Use UND L to restore or insert the contents of the delete line buffer into the text you are editing.

DEL L always deletes the line terminator to the right of the cursor; DEL EOL deletes only the characters up to that line terminator. CTRL/U deletes the text from the character to the left of the cursor to the beginning of the line.

Examples

Example 1

Deletes the characters from the current cursor position to the end of the line, including the line terminator.

The committee will be composed of George, Mary, Larry,
Bill, and Peter.

DEL L
UND L

The committee will be composed of George, Mary, Bill, and Peter.

Example 2

Alphabetizes the list by deleting the third line and by using UND L to insert it in its proper location.

Anderson, Richard
Andrews, Harold
Andorsky, Thomas
Anthony, James

DEL L
UND L

EDT Keypad Commands

DEL L (Delete Line) Function

(Move cursor to the **A** in **Andrews**.)

GOLD + **DEL L**
UND L

Anderson, Richard
Andorsky, Thomas
Andrews, Harold
Anthony, James

Related Commands

- Line — DELETE
- Nokeypad — D+NL (delete to next line)
- Nokeypad — D+EL is the nokeypad definition for DEL EOL.

DEL W (Delete Word) Function

Key Sequence

VT100:

DEL W
UND W

--

VT52:

DEL W
UND W

9

Description

Pressing DEL W (delete word) deletes words or parts of words. When the cursor is at the beginning of the word, the entire word and the space following it are deleted. If the cursor is in the middle of the word, only the character that the cursor is on and those characters to the right of the cursor, up to and including the spaces that come after, are deleted. The characters to the left of the cursor in that word remain in the text. If the word being deleted is at the end of a line, all characters up to, but not including, the line terminator are deleted.

The characters deleted by DEL W and LINEFEED (F13 on LK201 keyboards) are stored in the delete-word buffer. Each time DEL W or LINEFEED is used, the contents of the delete-word buffer are overwritten. Use UND W to restore or insert the contents of the delete-word buffer into the text you are editing.

DEL W always deletes the cursor character and the remaining characters in the word to the right of the cursor. LINEFEED deletes the word or part of the word to the left of the cursor.

Examples

Example 1

Deletes the word **Major** from the General's title.

Major General George H. Mitchell

DEL W
UND W

General George H. Mitchell

Example 2

Changes the order of the names by deleting the last name and then using UND W to insert it after the first name.

Smith, Brian

DEL W
UND W

(Move the cursor to the end of the line and add a space after **Brian**.)

GOLD

 +

DEL W
UND W

EDT Keypad Commands

DEL W (Delete Word) Function

Brian Smith,

Related Commands

- Line — DELETE
- Nokeypad — DEW (delete to end of word)
- DBW. is the nokeypad definition for LINEFEED

DO Function (LK201 only)

Key Sequence

LK201: DO Do

Description

Pressing DO processes searches and line editing commands in keypad mode. Although DO has the same definition as ENTER, you cannot use the DO key to enter a key definition with CTRL/K.

When you receive a prompt from EDT in keypad mode, you can use DO to send EDT the information you enter in response to the prompt. The two preset EDT functions that have prompts are COMMAND and FIND.

To use COMMAND, press the GOLD and COMMAND keys. When EDT displays the *Command:* prompt, enter the line mode command. Then press DO to send the command to EDT for processing.

To use FIND, press either the LK201 FIND key or the GOLD and FIND keys on the numeric keypad. When EDT displays the *Search for:* prompt, enter the search string. Then press DO to send the string to EDT so it can perform the search.

Examples

Example 1

Processes the FIND function using the LK201 FIND key.

Find

Search for: Chicago

DO

meeting to be held in Chicago on April 9, 1988

Example 2

Processes the COMMAND function.

meeting to be held in Chicago on April 9, 1988

GOLD + PAGE
COMMAND

Command: SUBSTITUTE/Chicago/Boston/

DO

meeting to be held in Boston on April 9, 1988

EDT Keypad Commands DO Function (LK201 only)

Related Commands

- Line — **RETURN**
- Nokeypad — **RETURN**
- The period (.) is the nokeypad definition for DO.

DOWN Arrow

Key Sequence

VT100: ␣ ␣
:
VT52: DOWN
SECT ␣

Description

Pressing the DOWN arrow key moves the cursor down one line toward the bottom of the buffer regardless of EDT's direction.

When you use the DOWN arrow, EDT attempts to maintain the same vertical column as it moves the cursor from one line to the next. If there are not enough characters to fill out a line of text, the cursor moves to the end of that line. If you continue to use the DOWN arrow, the cursor will return to the same vertical column for all lines that have enough characters. However, once you press some other key, EDT cancels the column position for the DOWN arrow and resets it the next time you use the function.

Example

Moves the cursor from the end of the first line to the end of the last line.

```
Asuncion, Paraguay_
Bogota, Colombia
Brasilia, Brazil
Buenos Aires, Argentina
Caracas, Venezuela
Georgetown, Guyana
```

␣

```
Asuncion, Paraguay
Bogota, Colombia_
```

␣ + ␣

```
Bogota, Colombia
Brasilia, Brazil
Buenos Aires, Argentina
```

␣ + ␣

```
Buenos Aires, Argentina
Caracas, Venezuela
Georgetown, Guyana
```

Related Commands

- Nokeypad — DOWN arrow
- +V. is the nokeypad definition for DOWN arrow

EDT Keypad Commands

ENTER Function

ENTER Function

Key Sequence

VT100:	<div>ENTER SUBS</div>	<div>ENTER</div>
VT52:	<div>ENTER SUBS</div>	<div>ENTER</div>

Description

Pressing ENTER processes searches, line editing commands, and key definitions in keypad mode. EDT generally uses the ENTER function to process keypad editing functions.

When you receive a prompt from EDT in keypad mode, use ENTER to send EDT the information you type in response to the prompt. The two preset EDT functions that have prompts are COMMAND and FIND.

To use COMMAND, press the GOLD and COMMAND keys. When EDT displays the *Command:* prompt, enter the line-mode command. Then press ENTER to send the command to EDT for processing.

To use FIND, press the GOLD and FIND keys. When EDT displays the *Search for:* prompt, enter the search string. Then press ENTER to send the string to EDT so it can perform the search.

You are asked to press the ENTER key when you complete a keypad definition using CTRL/K in keypad mode. When the message "Now enter the definition terminated by ENTER" appears, type the definition and then press the ENTER key.

Examples

Example 1

Processes the FIND function.

GOLD

 +

FNDNXT
FIND

Search for: Chicago

ENTER
SUBS

meeting to be held in Chicago on April 9, 1988

Example 2

Processes the COMMAND function.

meeting to be held in Chicago on April 9, 1988

GOLD + **PAGE
COMMAND**

Command: SUBSTITUTE/Chicago/Boston/

**ENTER
SUBS**

meeting to be held in Bostonon April 9, 1988

Example 3

Completes the processing of the CTRL/K key definition operation. The key definition shown in this example creates a keypad substitute function that prompts for both the search and the substitute strings.

CTRL/K

Press the key you wish to define

GOLD + **S**

Now enter the definition terminated by ENTER

S/?'Find: '/'? Substitute: '/.

**ENTER
SUBS**

Example 4

Using the new substitute function created in Example 3, sends the strings to EDT after you type them.

the line entity.

GOLD + **S**

Find: line

**ENTER
SUBS**

Find: line Substitute: paragraph

**ENTER
SUBS**

the paragraphentity.

Related Commands

- Line — **RETURN**
- Nokeypad — **RETURN**
- The period (.) is the nokeypad definition for ENTER.

EOL (End of Line) Function

Key Sequence

VT100:	<div>EOL DEL EOL</div>	<div>2</div>
VT52:	<div>EOL DEL EOL</div>	<div>2</div>

Description

Pressing EOL (end of line) moves the cursor to the end of the current line if the direction is forward. If the current direction is backward, the cursor moves to the end of the previous line. If the cursor is already at the end of a line, EOL moves it to the end of the next or previous line, depending on the current direction. Use BACKSPACE (F12 on LK201 keyboards) to move the cursor to the beginning of a line.

Examples

Example 1

Moves the cursor to the right to the nearest line terminator.

The meeting is scheduled for Friday afternoon.

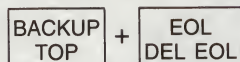


The meeting is scheduled for Friday afternoon._

Example 2

Moves the cursor to the left to the nearest line terminator, after BACKUP has been pressed.

3 typewriters
2 typing stands



3 typewriters
2 typing stands

Related Commands

- Nokeypad — EL (end of line)

FILL Function (VT100) CTRL/F Function (VT52)

Key Sequence

VT100: GOLD + SECT
FILL PF1 + 8

VT52: CTRL/F CTRL + F

Description

Pressing FILL takes a select range of lines and reorganizes the text so that the maximum number of whole words can fit within the current line width. The default line width for EDT is the terminal width that the operating system passes to EDT. Use the line-mode SHOW SCREEN command to find the current screen and line width. The valid screen width values for screen-mode editing are 80 and 132. (The 132 screen width is only valid for VT100-series terminals with AVO — advanced video option.) If your screen width is set to 80, EDT will fill lines to column 79; if your screen width is 132, EDT will fill lines to column 131.

If you want to use a line length other than 80 or 132 for filling text, you must use the line-mode SET WRAP command. The SET WRAP command also affects the line length that EDT uses for inserting text in keypad mode. EDT uses the SET SCREEN value to determine the line length for filling text only if SET NOWRAP (the default) is in effect. If SET WRAP is in effect, EDT always uses the wrap value, regardless of the SET SCREEN width. You can use the SHOW WRAP command to find out the current wrap value or setting.

The filling process considers a blank line to be a break between paragraphs. Even if there are spaces on the blank line, EDT fills the text up to the blank line and then resumes filling with the next line that contains text.

The nokeypad definition for FILL on VT100-series terminals and for CTRL/F on VT52 terminals is FILLSR.

The FILL function is available on all VT100-series terminals. You must use CTRL/F on VT52 terminals to perform the FILL function.

Examples

Example 1

Creates a select range of four lines and then reformats it using the current SET SCREEN width — 80 characters.

When the last line of the file is reached,
the computer reads the end of block
indicator
and displays the system prompt character.

VT100: SELECT
RESET + LINE
OPENLINE + LINE
OPENLINE + LINE
OPENLINE + LINE
OPENLINE

VT100: GOLD + SECT
FILL

EDT Keypad Commands

FILL Function (VT100)

VT52: SELECT
RESET + LINE
OPENLINE + LINE
OPENLINE + LINE
OPENLINE + LINE
OPENLINE

VT52: CTRL/F

When the last line of the file is reached, the computer reads the end of block indicator and displays the system prompt character.

Example 2

Uses the line-mode SET WRAP command to limit the line length to 30 characters. Then creates a select range of four lines and reformats the text.

When the last line of the file is reached, the computer reads the end of block indicator and displays the system prompt character.

VT100: GOLD + PAGE
COMMAND

Command: SET WRAP 30

VT100: ENTER
SUBS

VT100: SELECT
RESET + LINE
OPENLINE + LINE
OPENLINE + LINE
OPENLINE + LINE
OPENLINE

VT100: GOLD + SECT
FILL

VT52: GOLD + PAGE
COMMAND

Command: SET WRAP 30

VT52: ENTER
SUBS

VT52: SELECT
RESET + LINE
OPENLINE + LINE
OPENLINE + LINE
OPENLINE + LINE
OPENLINE

VT52: CTRL + F

When the last line of the file is reached, the computer reads the end of block indicator and displays the system prompt character.

Related Commands

- Line — FILL
- Nokeypad — FILLSR.

FIND Function

Key Sequence

VT100:	GOLD + FNDNXT FIND	PF1 + PF3
VT52:	GOLD + FNDNXT FIND	BLUE COLOR + 8
LK201:	GOLD + FNDNXT FIND	Find

On LK201 keyboards, both the PF1/PF3 key sequence and the FIND key have the same preset function.

Description

Pressing FIND sets up a search procedure. When you press GOLD and then FIND, EDT displays the prompt *Search for:* at the bottom of the screen. Enter the string you want to locate. Then press ENTER to process the search in the current direction.

After you have typed in your search string, you can press ADVANCE instead of ENTER to search toward the end of the buffer, or you can press BACKUP to search backward toward the top. The direction you use to process FIND becomes EDT's current direction.

EDT can perform searches in several ways. The defaults are GENERAL, BEGIN, and UNBOUNDED. GENERAL means that EDT ignores the case and diacritical marks of letters in performing searches. BEGIN means that EDT places the cursor on the first character of the search string. UNBOUNDED means that EDT performs the search in the portion of the buffer between the cursor position and the beginning or end of the buffer, depending on the direction of the search. Use the SET SEARCH command to change the way EDT performs searches. The SHOW SEARCH command tells you which search parameters are currently in effect.

Examples

Example 1

Searches for the next occurrence of **Walker** in the current direction.

```
Wes Chandler
Hershel Walker
Wesley Walker
```

GOLD + FNDNXT
FIND

Search for: Walker

ENTER
SUBS

EDT Keypad Commands

FIND Function

Wes Chandler
Hershel Walker
Wesley Walker

Example 2

Using the same list of names with the cursor in its new position, searches for **Wes** in the backward direction.

GOLD + **FNDNXT
FIND**

Search for: Wes

**BACKUP
TOP**

Wes Chandler
Hershel Walker
Wesley Walker

Example 3

Using the same list of names with the cursor in its new position, searches for **Wes** in the forward direction.

GOLD + **FNDNXT
FIND**

Search for: Wes

**ADVANCE
BOTTOM**

Wes Chandler
Hershel Walker
Wesley Walker

Example 4

Using the same list of names with the cursor in its new position, searches for the next occurrence of **Walker** in the current direction.

GOLD + **FNDNXT
FIND**

Search for: Walker

**ENTER
SUBS**

Wes Chandler
Hershel Walker
Wesley Walker

Related Commands

- Line — FIND
- Nokeypad — "string"
- ^@?"Search for: '^@. is the nokeypad definition for FIND

FNDNXT (Find Next) Function

Key Sequence

VT100: FNDNXT
FIND PF3

VT52: FNDNXT
FIND 8

Description

After a search string has been established by FIND, you can use FNDNXT (find next) to locate the next occurrence of that string. The direction for FNDNXT is always the current EDT direction. You can change directions without affecting the search string.

The search string established by FIND remains in effect until you use FIND again or use some other EDT function that overwrites the contents of the search buffer.

EDT can perform searches in several ways. The defaults are GENERAL, BEGIN, and UNBOUNDED. GENERAL means that EDT ignores the case and diacritical marks of letters in performing searches. BEGIN means that EDT places the cursor on the first character of the search string. UNBOUNDED means that EDT performs the search on the portion of the buffer between the cursor position and the beginning or end of the buffer, depending on the direction of the search. Use the SET SEARCH command to change the way EDT performs searches. The SHOW SEARCH command tells you which search parameters are currently in effect.

Examples

Example 1

Uses FIND to load the search buffer. Then uses FNDNXT to locate the fourth occurrence of the string **wi** in the list.

Dwight Evans
Willie Randolph
Willie Wilson
Dave Winfield

GOLD + FNDNXT
FIND

Search for: wi

ENTER
SUBS

EDT Keypad Commands

FNDNXT (Find Next) Function

Dwight Evans
Willie Randolph
Willie Wilson
Dave Winfield

FNDNXT
FIND + **FNDNXT**
FIND + **FNDNXT**
FIND

Dwight Evans
Willie Randolph
Willie Wilson
Dave Winfield

Example 2

With the current search string still **wi**, but the direction changed to backward, **BACKUP TOP** locates the string at the beginning of the third line.

BACKUP
TOP
FNDNXT
FIND

Dwight Evans
Willie Randolph
Willie Wilson
Dave Winfield

Related Commands

- **Line** — **FIND** ""
- **No keypad** — ""

GOLD Function

Key Sequence

VT100:	<div>GOLD</div>	<div>PF1</div>
VT52:	<div>GOLD</div>	<div>BLUE COLOR</div>

Description

Pressing GOLD together with other keypad and keyboard keys performs various editing functions. GOLD is like the SHIFT key in that it does nothing by itself.

When used with a keypad key, GOLD causes EDT to perform that key's alternate function. For example, to use the COMMAND function, you must first press GOLD and then the 7 key on the keypad. If you do not press GOLD, EDT performs the PAGE function. Using EDT's key definition facility, you can redefine any GOLD/keypad sequence to perform a different function during your EDT session.

The define key feature allows you to designate a GOLD/keyboard key sequence to perform a keypad editing function for the duration of your editing session. You can also use GOLD in combination with a CTRL/character sequence and with the DELETE key to define new keypad-mode functions. GOLD/FUNCTION key sequences can be defined on terminals that have LK201 keyboards.

GOLD can be used with keyboard number keys to designate the number of times for EDT to repeat a keypad editing function. First press GOLD, next the keyboard number keys, and then the keypad function keys that you want EDT to repeat. When EDT's direction is set to forward, you can use GOLD followed by a minus sign (-) to change EDT's direction to backward temporarily. This feature allows you to process an EDT function in the opposite direction, without having to reset EDT's direction. For example, you can use GOLD/-2 with WORD to have the cursor back up two words without changing EDT's direction. The maximum number of times you can repeat a function with the GOLD/repeat feature is 32,767.

When you use the SPECINS function, you first press GOLD, then the keyboard digits for the decimal equivalent value of the character you want to insert. Then press GOLD again — this time to access the alternate function on the keypad function key — and finally the SPECINS key.

GOLD is the nokeypad definition for GOLD. Note that there is no period at the end of the definition because GOLD is not a nokeypad command. You must use the line-mode DEFINE KEY command to redefine a key that has GOLD as its definition.

EDT Keypad Commands

GOLD Function

Examples

Example 1

Causes EDT to process FIND, not FNDNXT.

GOLD + **FNDNXT
FIND**

Example 2

Causes EDT to perform the PASTE function, not CUT.

GOLD + **CUT
PASTE**

Example 3

Using CTRL/K, defines the key sequence GOLD/E to locate a semicolon (;) and delete to the end of line.

CTRL/K

Press the key you wish to define.

GOLD + **E**

Now enter the definition terminated by ENTER.

";"D+EL.

**ENTER
SUBS**

Example 4

Causes EDT to repeat the period (.) 60 times, thus creating a line of 60 dots.

GOLD + **6** + **0** + **.**

Example 5

Using the minus sign (-) as well as a repeat count of two, causes EDT to change the case of the two letters preceding the cursor.

New vt100 terminals are now available.

GOLD + **-** + **2** + **GOLD** + **WORD
CHNGCASE**

New VT100 terminals are now available.

Example 6

With SPECINS, inserts the form feed character into the text.

as of the last day in August.

The next item on the agenda will be to clarify the

VT100: **GOLD** + **1** + **2** + **GOLD** + **CHAR
SPECINS**

VT52: **GOLD** + **1** + **2** + **GOLD** + **RIGHT
SPECINS**

EDT Keypad Commands GOLD Function

as of the last day in August.

<FF>

The next item on the agenda will be to clarify the

Related Commands

None.

HELP Function

Key Sequence

VT100:	<div>HELP</div>	<div>PF2</div>
VT52:	<div>HELP</div>	<div>RED COLOR</div>
LK201:	<div>HELP</div>	<div>Help</div>

On LK201 keyboards, both the PF2 key and the HELP key have the same preset function.

Description

Pressing HELP provides information on EDT's preset keypad and control functions. Pressing HELP puts you in touch with EDT's HELP facility; it has no effect on your editing session. When you exit from HELP, the screen is redrawn exactly as it was before you pressed HELP and the cursor is in the same position as before.

When you press HELP, EDT displays a diagram of the keypad functions and a list of preset control-key functions. For help on a particular keypad function key, press the appropriate keypad key. For information on a GOLD/keypad sequence, press only the keypad key. Information for both the primary and alternate functions of that key will be displayed. For information on a control key sequence, press both the CTRL and keyboard keys after you are in the keypad HELP facility. For help on a GOLD/keyboard key sequence, press only the keyboard key; do not press GOLD.

To exit from HELP, press the spacebar.

If you have access to more than one HELP file, use the SET HELP command to change HELP files. The SHOW HELP command displays the name of the HELP file that is currently available for your editing session.

To define another key to perform the HELP function, use the nokeypad HELP command.

Related Commands

- Line — HELP
- Nokeypad — HELP

LEFT Arrow

Key Sequence

VT100:  
:
VT52:  

Description




Pressing the LEFT arrow moves the cursor one character to the left, regardless of EDT's direction.

If the cursor is at the first character position of a line, pressing LEFT arrow moves the cursor to the line terminator of the previous line.

Example

Moves the cursor to the left, first to the beginning of the second line and then to the end of the first line.

```
July 1, 1988
October 1, 1988
```

 +  + 

```
July 1, 1988
October 1, 1988
```



```
July 1, 1988
October 1, 1988
```

Related Commands

- Nokeypad — LEFT arrow
- -C is the nokeypad definition for LEFT arrow

EDT Keypad Commands

LINE Function

LINE Function

Key Sequence

VT100:	<div>LINE OPEN LINE</div>	<div>0</div>
VT52:	<div>LINE OPEN LINE</div>	<div>0</div>

Description

Pressing LINE moves the cursor to the beginning of the next line if the direction is forward or to the beginning of the current line if the direction is backward. If the cursor is at the beginning of a line and the direction is backward, the cursor moves to the beginning of the previous line.

Examples

Example 1

Moves the cursor from the middle of the second line to the beginning of the third line.

```
Software Documentation
Software Development
Production Groups
```

LINE
OPEN LINE

```
Software Documentation
Software Development
Production Groups
```

Example 2

Using the same text and original cursor position, reverses the direction and moves the cursor to the beginning of the first line.

BACKUP
TOP

 +

LINE
OPEN LINE

 +

LINE
OPEN LINE

```
Software Documentation
Software Development
Production Groups
```

Related Commands

- Nokeypad — L (line)

LINEFEED Function CTRL/J

Key Sequence

VT100:	LINEFEED	LINE FEED
VT52:	LINEFEED	LINE FEED
LK201:	LINEFEED	F13
All:	CTRL/J	CTRL + J

Description

Pressing LINEFEED deletes the word or characters in a word to the left of the cursor up to the beginning of the previous word. It is similar to DEL W, which deletes the word or characters in a word to the right of the cursor up to the beginning of the next word.

If the cursor is on a space when LINEFEED is pressed, the word preceding the space is deleted, usually leaving two spaces in a row. If the cursor is at the end or in the middle of a word, all characters in that word to the left of the cursor are deleted. The letter that the cursor is on remains in the text.

When the cursor is at the beginning of a word, the preceding word and space are deleted by LINEFEED. If the cursor is at the beginning of a line, LINEFEED deletes the preceding line terminator.

All characters deleted by LINEFEED are stored in the delete word buffer. Each time DEL W or LINEFEED is used, the contents of the delete word buffer are overwritten. Use UND W to insert or restore the contents of the delete word buffer in your text.

The LINEFEED key and CTRL/J always have the same preset function in EDT. When you redefine the LINEFEED key, you redefine CTRL/J (except for terminals with LK201 keyboards when they are operating in VT200 mode). To redefine the LINEFEED key using the line-mode DEFINE KEY command, enter DEFINE KEY CONTROL J. To find out what the definition of the LINEFEED key is, enter SHOW KEY CONTROL J. For terminals with LK201 keyboards, use DEFINE KEY FUNCTION 25 and SHOW KEY FUNCTION 25 for the F13 key.

Example

Deletes the characters to the left of the cursor up to the next word boundary.

This guide describes the VT100 terminal.

LINEFEED

This guide describes the VT100 _.

EDT Keypad Commands

LINEFEED Function

Related Commands

- Nokeypad — DBW (delete to beginning of word)

OPEN LINE Function

Key Sequence

VT100: GOLD + LINE
OPEN LINE PF1 + 0

VT52: GOLD + LINE
OPEN LINE BLUE
COLOR + 0

Description

Pressing OPEN LINE inserts a line terminator in the text you are editing at the current cursor position and makes the line terminator the new cursor character. If the cursor is initially at the beginning of a line, the text on that line is moved down so that the cursor is on the blank line.

When the cursor is in the middle of a line, the text to the right of the cursor and the cursor character itself move to a new line. The cursor is now on the line terminator that OPEN LINE inserts. When the cursor is at the end of a line, a line terminator is added, creating a blank line below the current line.

RETURN and CTRL/M also insert line terminators in your text. However, neither of these functions moves the cursor to the inserted line terminator. The cursor remains on the same character.

Examples

Example 1

Inserts a blank line between the first and second line.

Meeting Report

On Wednesday, I attended a seminar on the advanced capabilities of the EDT Editor. The topics covered included startup command files, defining and redefining keys, defining and using macros. The presentation was very good.

GOLD + LINE
OPEN LINE

Meeting Report_

On Wednesday, I attended a seminar on the advanced capabilities of the EDT Editor. The topics covered included startup command files, defining and redefining keys, defining and using macros. The presentation was very good.

EDT Keypad Commands

OPEN LINE Function

Example 2

Using the same text, inserts a blank line above the last line.

(Move the cursor to the beginning of the last line.)

GOLD + **LINE
OPEN LINE**

Meeting Report

On Wednesday, I attended a seminar on the advanced capabilities of the EDT Editor. The topics covered included startup command files, defining and redefining keys, defining and using macros.

The presentation was very good.

Example 3

Using the same text, inserts a line terminator that moves the words **The topics covered** to a new line.

(Move the cursor to the **T** in **The** in the middle of the second line.)

GOLD + **LINE
OPEN LINE**

Meeting Report

On Wednesday, I attended a seminar on the advanced capabilities of the EDT Editor.

The topics covered
included startup command files, defining and redefining keys, defining and using macros.
The presentation was very good.

Related Commands

- Line — **INSERT** **RETURN**
- Nokeypad — **I** **RETURN**
- ^M-C is the nokeypad definition for OPEN LINE.
- ^M is the definition of RETURN.

PAGE Function

Key Sequence

VT100:

PAGE COMMAND

VT52:

PAGE COMMAND



Description

Pressing PAGE moves the cursor to a position at the right of the next page marker in your text. The cursor is always located after the page marker, but the direction that EDT moves to find the page marker depends on the current direction. In order to use PAGE, the text you are editing must have PAGE boundary markers. The default page marker is the form feed character (CTRL/L, decimal value 12, displayed by EDT as <FF>).

If you have no page markers in your buffer, the PAGE entity is the same as the whole buffer. When EDT's direction is forward, PAGE moves the cursor to the end of buffer ([EOB]) mark. If the current direction is backward, PAGE moves the cursor to the beginning of the buffer.

You can use the SET ENTITY PAGE command to define any string of characters as the page marker for the duration of your editing session. The marker can be either a single character that you insert in the text, such as an exclamation point (!), or a series of characters, such as a RUNOFF header level (.HL1).

If you are using the default page marker, you can use SET TEXT PAGE to have EDT display some other text in place of the <FF> page marker for the duration of your EDT session.

Examples

Example 1

Moves the cursor to the next page marker in the text.

and will be forthcoming as soon as we receive your payment.

<FF>

If you are not completely satisfied with this product, please
notify us immediately so that we can arrange for you to return

PAGE COMMAND

and will be forthcoming as soon as we receive your payment.

<FF>

If you are not completely satisfied with this product, please
notify us immediately so that we can arrange for you to return

EDT Keypad Commands

PAGE Function

Example 2

Sets the PAGE entity to be the string .HL1. Then moves the cursor to the next occurrence of the new page marker.

Now that you understand the basic concepts of word processing, we can move on to an actual session at the terminal.
.HL1 Starting to Work with your Word Processing System

GOLD + **PAGE
COMMAND**

Command: SET ENTITY PAGE ".HL1"

**ENTER
SUBS**
**PAGE
COMMAND**

Now that you understand the basic concepts of word processing, we can move on to an actual session at the terminal.
.HL1 Starting to Work with your Word Processing System

Related Commands

- Nokeypad — PAGE
- Nokeypad — PAGETOP is the nokeypad definition for PAGE. This means that EDT moves the page marker line to the top of the screen if there are more than 22 lines between the page marker and the end of the buffer.

PASTE Function

Key Sequence

VT100:	GOLD + CUT PASTE	PF1 + 6
VT52:	GOLD + CUT PASTE	BLUE COLOR + 3
LK201:	GOLD + CUT PASTE	Insert Here

On the LK201 keyboard, both the PF1/6 key sequence and the INSERT HERE key have the same preset function.

Description

Pressing PASTE in conjunction with CUT or APPEND copies or moves text within a buffer. PASTE copies the text currently residing in the PASTE buffer into the current buffer. The PASTE buffer contents are inserted to the left of the cursor regardless of EDT's current direction. PASTE has no effect on the contents of the PASTE buffer.

To move text from one place in your buffer to another, you need to use SELECT, CUT, and PASTE in the following order:

1. Use SELECT to create a select range of the text you want to move.
2. Press CUT to delete the text from the current buffer and put it into the PASTE buffer.
3. Move the cursor to the location where you want to insert the deleted text.
4. Press PASTE to have EDT copy the PASTE buffer text into your current buffer to the left of the cursor.

You can use SELECT, CUT, and PASTE to copy text that exists in one place in your buffer to a second location. Follow the same procedure as for moving text, but add an additional step between the second and third steps:

- 2a. Press PASTE to have EDT restore the deleted text in its original location.

Each time you use CUT, EDT overwrites the contents of the PASTE buffer. If you want to add more text to the buffer before you insert it in the new location, you can use APPEND. APPEND deletes the select range text from its current location and adds it to the end of the PASTE buffer. When you press PASTE, both the text you deleted with CUT and the text you deleted with APPEND are inserted to the left of the cursor.

It is possible to edit the PASTE buffer. By entering the line-mode FIND=buffer command, you can enter the PASTE buffer, make your changes, and then return to your original buffer. Now, when you use PASTE, the revised buffer contents are inserted at the cursor location.

When you use CUT to put part of a line into a buffer, EDT adds a line terminator at the end of the text since EDT buffers cannot hold partial lines. PASTE removes the added line terminator so that when you insert the text, you do not have an extra line terminator.

EDT Keypad Commands

PASTE Function

You can use the line-mode FIND command to move from one buffer to another during your EDT session. Then you can use PASTE to put the contents of the PASTE buffer in that buffer.

Examples

Example 1

Uses a select range and CUT to move the second element of the list to the PASTE buffer. After moving the cursor, inserts the PASTE buffer contents to reorder the list.

Peripheral hardware, also known as input/output devices, includes terminals, line printers, tapes, and disks.

SELECT
RESET + **WORD**
CHNGCASE + **WORD**
CHNGCASE

Peripheral hardware, also known as input/output devices, includes terminals, line printers, tapes, and disks.

CUT
PASTE

Peripheral hardware, also known as input/output devices, includes terminals, tapes, and disks.

(Move the cursor to the **a** of **and disks**.)

GOLD + **CUT**
PASTE

Peripheral hardware, also known as input/output devices, includes terminals, tapes, line printers, and disks.

Example 2

Uses a select range and CUT to move the separating line to the PASTE buffer. Immediately restores the deleted line to its former position. Moves the cursor to another location and copies the separating line there.

End of Section 1

-

SELECT
RESET + **LINE**
OPENLINE + **CUT**
PASTE + **GOLD** + **CUT**
PASTE

End of Section 1

-

(Move the cursor to the next location where you want to put the line.)

End of Section 2
-

GOLD + **CUT**
PASTE

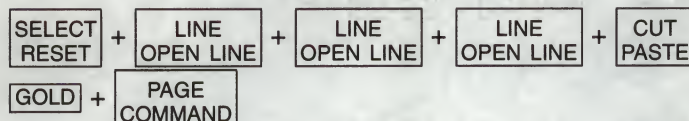
End of Section 2

-

Example 3

Using a select range and CUT, moves three lines to the PASTE buffer. Then uses the line-mode FIND command to enter the PASTE buffer and edit the text. Again, uses the line-mode FIND command to return to the MAIN buffer. After finding the new location for the text, inserts the revised contents of the PASTE buffer.

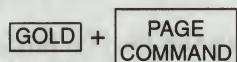
You combine the control key with a character key by pressing both simultaneously; i.e., hold the CTRL key down while you press the character key.



Command: FIND =PASTE

ENTER
SUBS

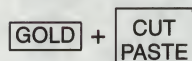
(Move cursor to the **i** of **i.e.** and delete the next four characters. Now type **that is** to replace **i.e.**.)



Command: FIND =MAIN

ENTER
SUBS

(Move the cursor to the new location where you want to insert the text.)



You combine the control key with a character key by pressing both simultaneously; that is, hold the CTRL key down while you press the character key.

-

Related Commands

- Line — COPY, MOVE
- Nokeypad — PASTE

REPLACE Function

Key Sequence

VT100: [GOLD] + [APPEND
REPLACE] [PF1] + [9]

VT52: [GOLD] + [UP
REPLACE] [BLUE
COLOR] + [↑]

Description

Pressing REPLACE deletes the text in the select range and replaces it with the contents of the PASTE buffer. REPLACE enables you to delete different blocks of text and replace them all with the same text. EDT stores the deleted text in a buffer called DELETE. If the buffer does not exist, EDT creates it. If you have created a buffer called DELETE, EDT overwrites the text you had in that buffer with the newly deleted text. Each time you use REPLACE, EDT overwrites the text in the DELETE buffer. The DELETE buffer can be entered and edited and its name appears on the SHOW BUFFER list.

You can use CUT to put the replacement text into the PASTE buffer, or you can move to the PASTE buffer with the line-mode FIND command and insert the text directly there.

Example

Creates a select range of four lines. Moves the selected text to the DELETE buffer and inserts the contents of the PASTE buffer.

Martha Jackson
Purchasing Department
Kitchen Cabinets, Inc.
Post Mills, VT 05058

VT100: [SELECT
RESET] + [LINE
OPEN LINE] + [LINE
OPEN LINE] + [LINE
OPEN LINE] + [LINE
OPEN LINE]

VT100: [GOLD] + [APPEND
REPLACE]

VT52: [SELECT
RESET] + [LINE
OPEN LINE] + [LINE
OPEN LINE] + [LINE
OPEN LINE] + [LINE
OPEN LINE]

VT52: [GOLD] + [UP
REPLACE]

Judy Henning
Purchasing Department
Kitchens Incorporated
Cumberland, RI 02864

-

EDT Keypad Commands REPLACE Function

Related Commands

- Line — REPLACE
- Nokeypad — R (replace)

RESET Function

Key Sequence

VT100: GOLD + SELECT
RESET PF1 +]

VT52: GOLD + SELECT
RESET BLUE
COLOR +]

Description

Pressing RESET changes several conditions of your editing session:

- Cancels an active select range
- Sets EDT's current direction to ADVANCE
- Sets EDT to the default DMOV state

RESET also has a special function within the CTRL/K key definition facility. Namely, you can use RESET to delete the text on the definition line if you want to start your definition over again.

RESET is the nokeypad definition for RESET. Note that there is no period at the end of the definition. This is because RESET is not a nokeypad command.

Examples

Example 1

Cancels the active select range.

The next meeting is scheduled for December 13th in my office.

SELECT
RESET + WORD
CHNGCASE + WORD
CHNGCASE

The next meeting is scheduled for December 13th in my office.

GOLD + SELECT
RESET

The next meeting is scheduled for December 13th in my office.

Example 2

Uses RESET to delete to beginning of line so that you can retype the key definition correctly. Shows how to create a key definition to access nokeypad commands directly from keypad mode.

CTRL/K

Press the key you wish to define

CTRL + N

Now enter the definition terminated by ENTER

EDT Keypad Commands RESET Function

?'Bijetoad cinn_

GOLD + **SELECT
RESET**

Now enter the definition terminated by ENTER
?'Nokeypad command: '._

Related Commands

- Nokeypad — DESEL
- Nokeypad — RESET

RETURN Function

Key Sequence

VT100: RETURN RETURN
VT52: RETURN RETURN

Description

Pressing RETURN adds a line terminator to the text you are editing. The new line terminator is inserted to the left of the current cursor position. The cursor remains on the same character where it was before you pressed RETURN. If the cursor is at the beginning of the line, a blank line is created above the current cursor line.

When the cursor is in the middle of a line, RETURN moves the cursor character and all the text to the right of the cursor to a new line. When the cursor is at the end of a line, RETURN adds a line terminator, creating a blank line below the current line. The cursor is then positioned at the beginning of the new blank line. OPEN LINE also inserts a line terminator in your text, but it positions the cursor on the new line terminator.

You can redefine the RETURN key, although this is not recommended. When you redefine the RETURN key, you also redefine CTRL/M. To find out the definition of the RETURN key, enter SHOW KEY CONTROL M.

Examples

Example 1

Inserts a blank line between the first and second lines.

Meeting Report
On Wednesday, I attended a seminar on the advanced capabilities of the EDT Editor. The topics covered included startup command files, defining and redefining keys, defining and using macros. The presentation was very good.

RETURN

Meeting Report

On Wednesday, I attended a seminar on the advanced capabilities of the EDT Editor. The topics covered included startup command files, defining and redefining keys, defining and using macros. The presentation was very good.

Example 2

Using the same text, inserts a blank line above the last line.

(Move the cursor to the beginning of the last line.)

RETURN

EDT Keypad Commands

RETURN Function

Meeting Report

On Wednesday, I attended a seminar on the advanced capabilities of the EDT Editor. The topics covered included startup command files, defining and redefining keys, defining and using macros. The presentation was very good.

Example 3

Using the same text, inserts a line terminator that moves the words **The topics covered** to a new line.

(Move the cursor to the **T** in **The topics covered**.)

RETURN

Meeting Report

On Wednesday, I attended a seminar on the advanced capabilities of the EDT Editor.

The topics covered

included startup command files, defining and redefining keys, defining and using macros.

The presentation was very good.

Related Commands

None.

RIGHT Arrow

Key Sequence

VT100:  

:

VT52:  

Description




Pressing the RIGHT arrow moves the cursor one character to the right, regardless of EDT's direction.

If the cursor is on a line terminator, RIGHT arrow moves the cursor to the first character on the next line.

Example

Moves the cursor to the right to the end of first line. Then moves the cursor to the beginning of the second line.

```
January 1, 1988  
April 1, 1988
```

 +  + 

```
January 1, 1988  
April 1, 1988 _
```



```
January 1, 1988  
April 1, 1988
```

Related Commands

- Nokeypad — RIGHT arrow
- +C. is the nokeypad definition for RIGHT arrow

SECT (Section) Function

Key Sequence

VT100:	SECT FILL	8				
VT52:	GOLD	+	DOWN SECT	BLUE COLOR	+	↓
LK201:	SECT FILL	Next Screen				
LK201:	BACKUP TOP	Prev Screen				

On the LK201 keyboard, the NEXT SCREEN key moves the cursor 16 lines forward, regardless of EDT's current direction. The PREV SCREEN key moves the cursor 16 lines backward, regardless of EDT's current direction. On all screen-mode terminals, the SECT function moves the cursor 16 lines in the current direction.

Description

Pressing SECT (section) moves the cursor one section — 16 lines — toward the end or beginning of the buffer, depending on EDT's current direction. The cursor is always placed at the beginning of the new current line regardless of its previous position.

Example

Moves the cursor from its position at the end of Test Line 1 to the beginning of Test Line 17.

```
Test Line 1
Test Line 2
Test Line 3
Test Line 4
Test Line 5
Test Line 6
Test Line 7
Test Line 8
Test Line 9
Test Line 10
Test Line 11
Test Line 12
Test Line 13
Test Line 14
Test Line 15
Test Line 16
Test Line 17
```

VT100: SECT
FILL

VT52: GOLD + DOWN
SECT

EDT Keypad Commands

SECT (Section) Function

Test Line 1
 Test Line 2
 Test Line 3
 Test Line 4
 Test Line 5
 Test Line 6
 Test Line 7
 Test Line 8
 Test Line 9
 Test Line 10
 Test Line 11
 Test Line 12
 Test Line 13
 Test Line 14
 Test Line 15
 Test Line 16
 Test Line 17

Related Commands

- 16L is the nokeypad definition for SECT

SELECT Function

Key Sequence

VT100:	<div>SELECT RESET</div>	<div>␣</div>
VT52:	<div>SELECT RESET</div>	<div>␣</div>
LK201:	<div>SELECT RESET</div>	<div>Select</div>

On the LK201 keyboard, both the period (.) keypad key and the SELECT key have the same preset function.

Description

Pressing SELECT sets up a select range for use with keypad functions such as APPEND, CHNGCASE, CUT, FILL, REPLACE, SUBS, and CTRL/T. Start with the cursor at one end of the text you want selected. Next press SELECT to mark that position as the beginning of the select range. Then, using the arrow keys and/or function keys that move the cursor, mark the other end of the text being selected. Now you are ready to press a function key that uses a select range.

The RESET function cancels the select range. If you have included more text than you wanted in the select range, you can move the cursor back toward the position initially marked by SELECT, using arrow keys and cursor moving functions, thus reducing the size of the range. Adjusting select ranges on VT100 terminals is easy because EDT shows the text in reverse video. On VT52 terminals, you might find it easier to use RESET to cancel the select range and then start over.

You can use a select range with line-mode commands by entering the line mode range specifier SELECT. However, line mode requires that the select range contain only whole lines.

Examples

Example 1

Creates a select range of the last line and, using CUT, moves it to the PASTE buffer. Uses PASTE to insert the line in its proper alphabetical order.

Introduction to BASIC
Roget's Thesaurus
American Heritage Dictionary

SELECT
RESET

 +

LINE
OPEN LINE

 +

CUT
PASTE

Introduction to BASIC
Roget's Thesaurus

-

↑

 +

↑

 +

GOLD

 +

CUT
PASTE

 +

RETURN

EDT Keypad Commands

SELECT Function

American Heritage Dictionary
Introduction to BASIC
Roget's Thesaurus

Example 2

Uses the **COMMAND** function to process the line-mode **SET WRAP 60** command. Then creates a select range of four lines. Reformats the select range text with the **FILL** function.

In order to process data, there must be communication between you and the computer. This communication is achieved by means of the two fundamental computer components: hardware and software.

VT100: GOLD + PAGE
COMMAND

Command: SET WRAP 60

VT100: ENTER
SUBS

VT100: SELECT
RESET + LINE
OPEN LINE + LINE
OPEN LINE + LINE
OPEN LINE + LINE
OPEN LINE

VT100: GOLD + SECT
FILL

VT52: GOLD + PAGE
COMMAND

Command: SET WRAP 60

VT52: ENTER
SUBS

VT52: SELECT
RESET + LINE
OPEN LINE + LINE
OPEN LINE + LINE
OPEN LINE + LINE
OPEN LINE

VT52: CTRL/F

In order to process data, there must be communication between you and the computer. This communication is achieved by means of the two fundamental computer components: hardware and software.

Related Commands

- Nokeypad — SEL (select)

SPECINS (Special Insert) Function

Key Sequence

VT100: GOLD + CHAR
SPECINS PF1 + 3

VT52: GOLD + RIGHT
SPECINS BLUE
COLOR + →

Description

Pressing SPECINS (special insert) enables you to insert any character from the DEC Multinational Character Set (see Appendix A) into your text, using the character's decimal equivalent value. You can use SPECINS to enter ASCII control characters, such as CTRL/L, or letters with diacritical marks such as the umlaut (¨) or acute accent (´).

To use SPECINS, first press GOLD. Next, type the decimal equivalent number for the character you want to insert. Use the main keyboard digits to type this number; do not use the keypad number keys. EDT displays the number you typed at the bottom of the screen. You can use the DELETE key to edit the number. Now press GOLD again, this time followed by the SPECINS key. The EDT symbol for the character you inserted appears on the screen to the left of the cursor.

Each time you want to enter a special character, you must repeat the entire procedure. You cannot enter two characters with one SPECINS function, nor can you use the GOLD repeat feature to enter the same character several times in one location.

SPECINS cannot be used if SET NOREPEAT is in effect for your editing session.

The maximum decimal character value for SPECINS is 255.

Example

Inserts first a <CR>, then an <LF> near the end of the line.

for the last time. Then when you need to get another shipment

VT100: GOLD + 1 + #

VT100: GOLD + CHAR
SPECINS

VT100: GOLD + 1 + 0

VT100: GOLD + CHAR
SPECINS

VT52: GOLD + 1 + #

VT52: GOLD + RIGHT
SPECINS

EDT Keypad Commands

SPECINS (Special Insert) Function

VT52: GOLD + | + 0

VT52: GOLD + RIGHT
SPECINS

for the last time. Then when you need to get another <CR><LF>shipment

Related Commands

- Nokeypad — ASC, ^ (circumflex)

string specifier

FORMAT

string

Description

The string specifier is generally used either to locate characters in a buffer or to replace the located characters. When a string specifier is used to locate a piece of text, it is referred to as the search string. All three editing modes use search strings. Line mode and nokeypad mode use substitute strings.

Whenever you enter a search string, EDT overwrites the contents of the search buffer. (Similarly, when you enter a substitute string, EDT overwrites the contents of the substitute buffer.)

The search and substitute buffers cannot be edited or entered. Their names never appear in the SHOW BUFFER list. You can use the nokeypad CLSS (clear search string) command to delete the contents of the search buffer.

EDT has a number of ways to perform searches. See the discussion of the SET SEARCH command for information about the EDT search parameters.

Examples

Example 1

Moves the cursor to the string **lollypop**.

GOLD + **FNDNXT**
FIND

Search for: lollypop

ENTER
SUBS

Example 2

Moves the cursor to the next occurrence of the string **lollypop**.

FNDNXT
FIND

SUBS (Substitute) Function

Key Sequence

VT100: GOLD + ENTER
SUBS PF1 + ENTER

VT52: GOLD + ENTER
SUBS BLUE
COLOR + ENTER

Description

Pressing SUBS (substitute) replaces the current search string with the contents of the PASTE buffer. In order to use SUBS, you must first put the string you want to replace in the search buffer and the new text in the PASTE buffer. All searches and substitutions are made in the current direction.

CUTSR=DELETE PASTEKS"" is the nokeypad definition for SUBS. This means that the select range — in most cases the current search string — is deleted from the current buffer and placed in a buffer named DELETE. The contents of the PASTE buffer are inserted in the text, and the cursor is placed on the last character of the inserted text if EDT's direction is forward. (If EDT's direction is backward, the cursor is positioned on the first character of the inserted text.) Finally, EDT moves to the next occurrence of the current search string.

Using SUBS involves four steps:

1. Put the search string in the search buffer — The easiest way to load the search buffer is with the FIND function. You can also use any line mode or nokeypad command that involves a search string. Remember, the search buffer cannot be entered or edited.
2. Put the replacement text in the PASTE buffer — There are two ways to load the PASTE buffer.
 - You can type the replacement text in your current buffer, make it a select range, and then use CUT to transfer it to the PASTE buffer.
 - Since you can enter the PASTE buffer and edit its contents, you can use the line-mode FIND command to move to the PASTE buffer and then insert the replacement text there. Use the FIND command to return to the buffer you are editing.
3. Locate the search string — If you reverse the order of steps 1 and 2, the cursor will already be at the search string. Otherwise, you must be sure that the cursor is positioned on the first character of the search string before you press SUBS. This is because SUBS performs the substitution first and then moves to the next occurrence of the search string. The order allows you to decide whether you want to perform the substitution on that instance of the search string or go on to the next one. (Use FNDNXT to skip the substitution on the current search string match and advance to the next occurrence.)
4. Press GOLD and then SUBS — If the cursor is not on the search string, EDT prints the message "No select range active". If there is no other search string match in the remaining portion of your buffer, EDT prints the message "String was not found".

EDT Keypad Commands SUBS (Substitute) Function

SUBS is the only substitute function that can use a line terminator in the replacement text.

Examples

Example 1

Locates the string **language** in line 2. Then puts the substitute string in the PASTE buffer. Replaces the mistake on line 2 and then the one on line 5.

BASIC, a Beginner's All-purpose Symbolic Instruction Code, is a language that requires only an understanding of English. BASIC was developed at Dartmouth College for use by students who were unfamiliar with computers and needed a language related to everyday speech.

GOLD + **FNDNXT
FIND**

Search for: language

GOLD + **ENTER
SUBS**

(Now type the string **language** at the current cursor position.)

BASIC, a Beginner's All-purpose Symbolic Instruction Code, is a language~~language~~ that requires only an understanding of English. BASIC was developed at Dartmouth College for use by students who were unfamiliar with computers and needed a language related to everyday speech.

**SELECT
RESET** + **GOLD** + **8** + **←** + **CUT
PASTE**
GOLD + **ENTER
SUBS** + **GOLD** + **ENTER
SUBS**

BASIC, a Beginner's All-purpose Symbolic Instruction Code, is a language that requires only an understanding of English. BASIC was developed at Dartmouth College for use by students who were unfamiliar with computers and needed a language related to everyday speech.

·
·
·

String was not found

Example 2

Using the line terminator in both the search and replacement strings, inserts a dollar sign (\$) at the beginning of each line.

29.99
35.95
17.00

GOLD + **FNDNXT
FIND**

EDT Keypad Commands

SUBS (Substitute) Function

Search for: ^M (Press RETURN in response to the
Search for: prompt to put the
line terminator in the search buffer.)

ENTER
SUBS

RETURN + \$
4

(You press RETURN and then \$ to put both the line terminator and the dollar sign characters in the PASTE buffer.)

SELECT
RESET

+ ← + ← +

CUT
PASTE

(Move the cursor back to its original position above the first number.)

GOLD

+ ENTER
SUBS

+ GOLD

+ ENTER
SUBS

+ GOLD

+ ENTER
SUBS

\$29.99
\$35.95
\$17.00_

Related Commands

- Line — SUBSTITUTE NEXT
- Nokeypad — SN (substitute next)

TAB Function CTRL/I

Key Sequence

VT100:	TAB	TAB
VT52:	TAB	TAB
LK201:	TAB	Tab
ALL:	CTRL/I	CTRL + I

Description

Pressing TAB (CTRL/I) moves text to the right. The number of column positions that the text moves depends on the cursor position; the value set by the SET TAB command, if one is in effect; and the indentation level count, if one is in effect. (SET NOTAB is the default.)

EDT has preset tab stops every eight characters, regardless of how your terminal is set. If no SET TAB command has been entered, pressing TAB moves the cursor character, as well as all the characters on the current line to the right of the cursor, to the nearest preset tab position. Text is always moved to the right, regardless of EDT's current direction.

When a SET TAB value is in effect, TAB moves the entire line to the column designated by the SET TAB value only if the cursor is located in column 1. If the cursor is located anywhere else on the line, TAB moves the text to the nearest preset EDT tab stop.

If a tab indentation level count is in effect and the cursor is located in column 1 of the line, TAB moves the text to the indentation level position. The indentation level count is determined by three functions: (1) CTRL/A, which can be used to compute the indentation level count, (2) CTRL/D, which decrements the count, and (3) CTRL/E, which increments the count. Use the SHOW TAB command to find out the current SET TAB value and the indentation level count.

CTRL/T indents whole lines of text by the SET TAB value.

The TAB key and CTRL/I always have identical functions in EDT. When you redefine the TAB key, you redefine CTRL/I. To redefine the TAB key using the line-mode DEFINE KEY command, enter DEFINE KEY CONTROL I. When you want to find out the definition of the TAB key, enter SHOW KEY CONTROL I.

Example

Using the default EDT tab settings (SET NOTAB in effect), indents the lines of text, each one eight columns farther than the one above.

```
This is the first line of text.
This is the second line of text.
This is the third line of text.
This is the fourth line of text.
```

(Start with the cursor at the beginning of the second line.)

TAB

EDT Keypad Commands

TAB Function

(Move the cursor to the beginning of the third line.)

TAB + **TAB**

(Move the cursor to the beginning of the fourth line.)

TAB + **TAB** + **TAB**

This is the first line of text.

 This is the second line of text.

 This is the third line of text.

This is the fourth line of text.

Related Commands

- Nokeypad — TAB

TOP Function

Key Sequence

VT100: GOLD + BACKUP
TOP PF1 + 5

VT52: GOLD + BACKUP
TOP BLUE
COLOR + 5

Description

Pressing TOP moves the cursor to the first character position at the beginning of the buffer. TOP has no effect on EDT's current direction.

Example

Moves the cursor from the middle of line 3 to the first character position in the buffer.

DATE: June 16, 1988
TO: Tom Langston
FROM: Judy Tortini

.
.
.

GOLD + BACKUP
TOP

DATE: June 16, 1988
TO: Tom Langston
FROM: Judy Tortini

.
.
.

Related Commands

- Nokeypad — BR

UND C (Undelete Character) Function

Key Sequence

VT100: GOLD + DEL C
UND C GOLD + PF1 + |

VT52: GOLD + DEL C
UND C GOLD + BLUE
COLOR + 6

Description

Pressing UND C (undelete character) inserts the current contents of the delete character buffer into your text to the left of the cursor. The cursor character, as well as the text to the right of the cursor, moves to the right. The cursor is located on the inserted character if you used DEL C to delete the character. If you used DELETE to delete the character, the cursor is located to the right of the inserted character.

The keypad functions DEL C and DELETE both place the character they delete in the delete character buffer. Each time you use DEL C or DELETE, the contents of the delete character buffer are overwritten. The buffer contains only the most recently deleted character. When you use a repeat count with DEL C or DELETE, only the last character deleted is in the delete character buffer. If no character has been deleted during the current EDT session, UND C inserts nothing. Note that, if you use the DELETE key to delete characters in a command line or prompt line, these characters are *not* stored in the delete character buffer and will not affect the character inserted by UND C.

EDT represents a line terminator as the character <CR> (CTRL/M, decimal 13) in all three of its delete entity buffers. Suppose you have a <CR> character in your text and you delete it. When you undelete this character, EDT changes the <CR> character into a line terminator and inserts the line terminator in your text.

Example

Using DEL C and UND C, reverses the order of the misplaced letters in **poep**le to **peop**le.

Many poeple have been aware of this problem for some time.

DEL C
UND C + ←

GOLD + DEL C
UND C

Many people have been aware of this problem for some time.

Related Commands

- Nokeypad — UNDC (undelete character)

UND L (Undelete Line) Function

Key Sequence

VT100: GOLD + DEL L
UND L PF1 + PF4

VT52: GOLD + DEL L
UND L BLUE
COLOR + GRAY
COLOR

Description

Pressing UND L (undelete line) inserts the current contents of the delete line buffer to the left of the cursor. The cursor character, as well as the text to the right of the cursor, moves to a new line below the current line if the buffer contents end with a line terminator. Otherwise, text just moves to the right. The cursor is located on the first character of the inserted text if you used DEL L or DEL EOL to delete the text. If you used CTRL/U to delete the text, the cursor is located to the right of the inserted text.

The delete line buffer is loaded by using DEL L, DEL EOL, or CTRL/U. Each time one of these three functions is used, the contents of the delete line buffer are overwritten. The current contents of the buffer are the most recently deleted line or line portion. When you use a repeat count with a delete line function, only the last line or line portion that was deleted is in the delete line buffer. If no line has been deleted in your EDT session, UND L inserts nothing.

EDT represents a line terminator as the character <CR> (CTRL/M, decimal 13) in all three of its delete entity buffers. Suppose you have a <CR> character in the text you are deleting. When you undelete this text, EDT changes the <CR> character into a line terminator and inserts the line terminator in the current buffer.

Examples

Example 1

Using DEL L and UND L, reorganizes the list so that the cities are in alphabetical order by state.

Montgomery, Alabama
Juneau, Alaska
Little Rock, Arkansas
Phoenix, Arizona

DEL L
UND L

(Move the cursor to the **L** in **Little Rock**.)

GOLD + DEL L
UND L

EDT Keypad Commands

UND L (Undelete Line) Function

Montgomery, Alabama
Juneau, Alaska
Phoenix, Arizona
Little Rock, Arkansas

Example 2

Using DEL L and UND L, inserts the second line of text after **you**.

When you give it more thought, please contact me.
have had a chance to

DEL L
UND L

(Move the cursor to the **g** in **give**.)

GOLD + DEL L
UND L

When you have had a chance to
give it more thought, please contact me.

Example 3

Uses DEL EOL and UND L to insert several words in the middle of some lines.
Note that a leading space is included in the text stored in the delete line buffer.

the company. (Digital Equipment Corporation)

.
.
.
After you have received the proper notification
from the company, you can

GOLD + EOL
DEL EOL

(Move the cursor back to the period [.] after the **y** in **company**.)

GOLD + DEL L
UND L

the company (Digital Equipment Corporation).

.
.
.
After you have received the proper notification
from the company, you can

(Now move the cursor to the comma between **company** and **you**.)

GOLD + DEL L
UND L

the company (Digital Equipment Corporation).

.
.
.
After you have received the proper notification
from the company (Digital Equipment Corporation), you can

EDT Keypad Commands UND L (Undelete Line) Function

Related Commands

- Nokeypad — UNDL (undelete line)

UND W (Undelete Word) Function

Key Sequence

VT100: GOLD + DEL W
UND W PF1 +

VT52: GOLD + DEL W
UND W BLUE
COLOR + 9

Description

Pressing UND W (undelete word) inserts the current contents of the delete word buffer to the left of the cursor. The cursor character, as well as the text to the right of the cursor, moves to the right. The cursor is located on the first character of the inserted word or word portion if you used DEL W to make the deletion. If you used LINEFEED, the cursor is located to the right of the inserted word or word portion.

The delete word buffer is loaded by using DEL W or LINEFEED (CTRL/J, F13 — LK201). Each time you use DEL W or LINEFEED, the contents of the delete word buffer are overwritten. The current contents of the buffer are the most recently deleted word or word portion. When you use a repeat count with a delete word function, only the last word or word portion deleted is in the delete word buffer. If no word has been deleted in your EDT session, UND W inserts nothing.

EDT represents a line terminator as the character <CR> (CTRL/M, decimal 13) in all three of its delete entity buffers. Suppose you have a <CR> character in the text you are deleting. When you undelete this text, EDT changes the <CR> character into a line terminator and inserts the line terminator in the current buffer.

Example

Using DEL W and UND W, inserts the word PRINT at the beginning of lines 1, 2, and 3.

```
LETTER1.MEM  
LETTER2.MEM  
LETTER3.MEM  
PRINT LETTER4.MEM  
_
```

DEL W
UND W

(Move the cursor to the **L** in **LETTER1.MEM**.)

GOLD + DEL W
UND W + ↓ + GOLD + DEL W
UND W + ↓

GOLD + DEL W
UND W + ↓ + GOLD + DEL W
UND W

```
PRINT LETTER1.MEM  
PRINT LETTER2.MEM  
PRINT LETTER3.MEM  
PRINT LETTER4.MEM  
_
```


EDT Keypad Commands UND W (Undelete Word) Function

Related Commands

- Nokeypad — UNDW (undelete word)

UP Arrow

Key Sequence

VT100:  
 :
 VT52:  

Description

Pressing the UP arrow key moves the cursor up one line toward the top of the buffer regardless of EDT's direction.

When you use the UP arrow, EDT attempts to maintain the same vertical column as it moves the cursor from one line to the next. If there are not enough characters to fill out a line of text, the cursor moves to the end of the short line. If you continue to use the UP arrow, the cursor will return to the same vertical column for all lines that have enough characters. However, once you press some other key, EDT cancels the column position for the UP arrow and resets it the next time you use the function.

Example

Moves the cursor from the end of the last line to the end of the first line.

```
La Paz, Bolivia
Lima, Peru
Montevideo, Uruguay
Parimaribo, Surinam
Quito, Ecuador
Santiago, Chile_
```



```
Quito, Ecuador
Santiago, Chilē
```

 + 

```
Montevideo, Uruguay
Parimaribo, Surinam
Quito, Ecuador
```

 + 

```
La Paz, Bolivia_
Lima, Peru
Montevideo, Uruguay
```

Related Commands

- Nokeypad — UP arrow
- -V. is the nokeypad definition for UP arrow

WORD Function

Key Sequence

VT100:	<div>WORD CHNGCASE</div>	<div>1</div>
VT52:	<div>WORD CHNGCASE</div>	<div>1</div>

Description

Pressing WORD moves the cursor to the beginning of the next word in the current direction (forward or backward, depending on whether ADVANCE or BACKUP is in effect).

An EDT word is any group of characters bounded by a space, horizontal tab, line feed <LF>, vertical tab <VT>, form feed <FF>, or carriage return <CR>. You can establish different word boundaries with the line-mode SET ENTITY WORD command. Use the line-mode SHOW ENTITY WORD command to find the current boundary markers for the word entity.

The SET WORD [NO]DELIMITER command affects how EDT interprets word boundaries. With SET WORD DELIMITER (the default) in effect, EDT considers all word boundaries, except the space, as words themselves.

Example

Moves the cursor four words to the right.

More and more businesses are using computers.

WORD
CHNGCASE

 +

WORD
CHNGCASE

 +

WORD
CHNGCASE

 +

WORD
CHNGCASE

More and more businesses are using computers.

Related Commands

- Nokeypad — W (word)

Part III—EDT Line Commands

Part III contains descriptions of the EDT Line commands, qualifiers, and specifiers. Each command, qualifier, and specifier is displayed in alphabetical order at the top of the page.

Part II-EDT Line Commands

Part II contains the commands to the EDT Line. These commands are used to control the EDT Line and to obtain information about the EDT Line. The commands are listed in the following table.

Table 2 lists each EDT line-mode command and gives a brief description of its function.

Table EDT-2 EDT Line Commands

Line Command	Function
CHANGE	Changes from line mode to keypad, nokeypad, or hardcopy change mode
CLEAR	Deletes contents of specified buffer
COPY	Copies the text specified and places it above the line specified
CTRL/C (CONTROL C)	Interrupts operations before processing is finished
CTRL/R (CONTROL R)	Refreshes the line
CTRL/Z (CONTROL Z)	Exits from insert state
DEFINE KEY	Defines or redefines function keys
DEFINE MACRO	Creates new line-mode commands
DELETE	Deletes specified lines
EXIT	Ends editing session
FILL	Fills a selected range of lines
FIND	Moves EDT to new position on current buffer
HELP	Accesses HELP facility
INCLUDE	Copies external files into EDT text buffer
INSERT	Adds text to buffer
MOVE	Moves lines from one buffer to another
NEXT	Same as SUBSTITUTE NEXT command
NULL	Causes specified text to be displayed
PRINT	Copies specified range or buffer in an external file in a specified directory
QUIT	Ends session without copying text to an external file
REPLACE	Deletes lines in a specified range from the current or specified buffer
RESEQUENCE	Assigns new line numbers
SET [NO]AUTOREPEAT	Prevents keypad keys from repeating too fast
SET CASE	Distinguishes upper and lowercase letters
SET COMMAND	Process additional startup command files
SET CURSOR	Controls scrolling of screen
SET ENTITY	Defines delimiters that mark boundaries for commands and functions
SET [NO]FNF	Suppresses "file not found" message when creating a new file
SET HELP	Accesses HELP files
SET KEYPAD	Determines which screen mode is accessed

(continued on next page)

Table EDT-2 (Cont.) EDT Line Commands

Line Command	Function
SET LINES	Limits the number of lines displayed on terminal screen
SET MODE	Establishes initial mode of EDT session
SET [NO]NUMBERS	Displays line numbers
SET PARAGRAPH [NO]WPS	Sets paragraph default boundary limits
SET PROMPT	Facilitates automatic testing of EDT
SET [NO]QUIET	Silences terminal bell
SET [NO]REPEAT	Disallows use of the GOLD key repeat feature
SET SCREEN	Changes maximum number of characters displayed
SET SEARCH	Locates strings
SET [NO]SUMMARY	Suppresses summary information displayed with the EXIT or WRITE commands
SET TAB	Establishes value for tab function
SET TERMINAL	Corrects or changes terminal settings
SET TEXT	Personalizes form feed character or end of buffer mark
SET [NO]TRUNCATE	Causes lines longer than current screen width to wrap
SET [NO]VERIFY	Prints startup command file or macro as commands are processed
SET WORD [NO]DELIMITER	Sets word entity boundaries
SET [NO]WRAP	Causes wrapping when new text is inserted in a buffer
SHOW AUTOREPEAT	Indicates whether autorepeat is in effect
SHOW BUFFER	Lists all accessible buffers
SHOW CASE	Indicates which case is established
SHOW COMMAND	Prints name of startup command file
SHOW CURSOR	Displays values set by the SET CURSOR command
SHOW ENTITY	Lists current delimiters that determine the word, sentence, paragraph, and page boundaries
SHOW FILES	Displays current input and output file
SHOW FNF	Indicates whether "file not found" message is displayed
SHOW HELP	Indicates which HELP file is available
SHOW KEY	Indicates definition of any keys that have keypad editing functions
SHOW KEYPAD	Indicates which screen editing mode is in effect

(continued on next page)

Table EDT-2 (Cont.) EDT Line Commands

Line Command	Function
SHOW LINES	Indicates the number of lines that are displayed in the screen
SHOW MODE	Indicates which SET MODE command was most recently issued
SHOW NUMBERS	Indicates whether line numbers are being displayed in line mode
SHOW PARAGRAPH	Indicates whether SET PARAGRAPH [NO]WPS is in effect
SHOW PROMPT	Indicates which prompt settings are in effect
SHOW QUIET	Indicates whether the bell has been turned off
SHOW REPEAT	Indicates whether the GOLD repeat feature is in effect
SHOW SCREEN	Indicates the screen width setting
SHOW SEARCH	Indicates the search parameters used to locate strings in text
SHOW SUMMARY	Indicates whether the SET SUMMARY feature is in effect
SHOW TAB	Indicates the SET TAB value and the tab indentation level count
SHOW TERMINAL	Shows the terminal settings
SHOW TEXT	Indicates what text is displayed for the <FF> page mark or the [EOB] mark
SHOW TRUNCATE	Indicates whether SET [NO]TRUNCATE is in effect
SHOW VERIFY	Indicates whether SET [NO]VERIFY is in effect
SHOW VERSION	Displays the version of EDT that is used by your operating system
SHOW WORD	Indicates how word boundaries are interpreted
SHOW WRAP	Indicates whether the SET WRAP command is in effect
SUBSTITUTE	Replaces one string with another throughout the specified range
SUBSTITUTE NEXT	Searches for next occurrence of a string and replaces it with another string
TAB ADJUST	Indents whole lines
TYPE	Displays lines of text
WRITE	Copies text from a buffer to an external file

/BRIEF Qualifier

Format

/BRIEF [:n]

Description

The **/BRIEF** qualifier is used with the line-mode **SUBSTITUTE** and **TYPE** commands. All EDT qualifiers must be preceded with slashes.

/BRIEF instructs EDT to display only the first *n* characters of a line, instead of the entire line. The default value for *n* is 10.

Examples

Example 1

Instructs EDT to display only the first 15 characters of the line in which the substitution took place.

```
3      Mr. Arlen J. Coolidge
4      3829 Gardner Avenue
5      Hollywood, FL 33021
```

```
*SUBSTITUTE*J.*R.* /BRIEF:15
      3      Mr. Arlen R. Co
1 substitution
```

Example 2

Instructs EDT to display only the first 10 characters of line 5.

```
3      Mr. Arlen R. Coolidge
4      3829 Gardner Avenue
5      Hollywood, FL 33021
```

```
*TYPE 5 /BRIEF
      5      Hollywood,
```

buffer specifier

Format

buffer name

=buffer name

BUFFER buffer name

Description

The buffer specifier consists of two elements: (1) the signal to EDT that the characters to follow are a buffer name and (2) the buffer name itself. There are three syntax forms. The first syntax form does not have the signal element and can be used only with the CLEAR command. You can use the second and third forms (=buffer and BUFFER buffer) in all other line-mode commands that can take a buffer specifier.

The specifier *buffer* refers to the name of a location used by EDT to store text during an editing session. When you begin your EDT session, a copy of your file is put in the buffer called MAIN. EDT also creates a buffer called PASTE for use with the CUT, PASTE, and APPEND commands. When you exit from EDT using the EXIT command, a copy of the MAIN buffer text is put in an external file. All other buffers created during your editing session disappear. If you use QUIT to leave EDT, no copy of the MAIN buffer is made.

You create additional buffers during an EDT session each time you specify a new buffer name in a line or nokeypad command. For example, the command FIND=LIST creates a buffer called LIST. There are no keypad functions that create new buffers, but you can use line-mode commands while still in keypad mode to create new buffers or move from one buffer to another.

The CLEAR command deletes buffers and their contents from your EDT session. In the case of the MAIN and PASTE buffers, only the contents can be deleted, not the buffers themselves. To delete only the contents of buffers other than MAIN or PASTE, use the line-mode DELETE command.

Buffer names can have more than 80 alphanumeric characters. Only letters, digits, and the underscore character (_) can be used to create buffer names. The first character in the name must always be a letter.

You can edit any buffer you create, as well as the MAIN and PASTE buffers. Text can be copied or moved from one buffer to another. The SHOW BUFFER command lists all the accessible buffers in your editing session and indicates the current buffer by preceding the name with an equal sign (=).

EDT has several storage areas that you cannot access. These include the delete character, delete line, delete word, search, and substitute buffers. The first three are used only in keypad and nokeypad editing. These buffers contain the most recent character, line, or word deleted by the respective delete functions. The search buffer is used by the various find, substitute, and change case functions. The substitute buffer is used only by substitute commands. Storage areas also exist for entity and prompt definitions. Although you have some control over what goes into these various buffers, you cannot enter them or edit them, and their names never appear in the SHOW BUFFER list.

EDT Line Commands

buffer specifier

Examples

Example 1

Moves to the first line of buffer called ADDRESS1. Displays nothing.

```
*FIND =ADDRESS1
```

Example 2

Copies lines 10 through 100 in the current buffer to the buffer named TEMP and moves to TEMP.

```
*COPY 10 THRU 100 TO =TEMP
```

Example 3

Copies the external file DISTLIST.DAT into the buffer called DISTLIST and moves to that buffer.

```
*INCLUDE DISTLIST.DAT =DISTLIST
```

Example 4

Deletes lines 1 through 32 in the buffer HOLD and places them above line 88 in the current buffer.

```
*MOVE =HOLD 1 THRU 32 TO 88
```

Example 5

Copies the entire contents of the buffer EXTRA to the file LETTER.RNO. EDT remains in the current buffer.

```
*WRITE LETTER.RNO BUFFER EXTRA
```

Example 6

Deletes the buffer called JUNK. If JUNK is the current buffer, EDT moves to the MAIN buffer.

```
*CLEAR JUNK
```

CHANGE Command

Format

CHANGE [=buffer] [range] [;nokeypad commands]

Description

The CHANGE command transfers your editing session from line mode to keypad, nokeypad, or hardcopy change mode. The buffer and range specifiers determine the cursor position when EDT finishes processing the CHANGE command. The default cursor position is at the beginning of the current line in the current buffer.

When the range specifier is a line number, the cursor appears at the beginning of the line. If you use a string for the range specifier, EDT positions the cursor on the character immediately following the string.

You can include nokeypad commands on the CHANGE command line regardless of which change mode you are accessing. A semicolon separates the command word CHANGE and any location specifiers from the nokeypad commands.

The default mode with CHANGE is keypad for VT100 and VT52 terminals. To go from line to keypad mode, simply enter the CHANGE command. To use nokeypad mode, you must first enter the SET NOKEYPAD command, then the CHANGE command. Once SET NOKEYPAD is in effect, you must use the SET KEYPAD command with the CHANGE command to enter keypad mode. If your terminal's setting for EDT is hardcopy (HCPY), the CHANGE command shifts EDT to hardcopy change mode.

Examples

Example 1

Shifts to keypad mode after the EDT session starts off in line mode.

```
$ EDIT /EDT MEMO.RNO
  1      .FILL.JUSTIFY
*CHANGE
.FILL.JUSTIFY
.LEFT MARGIN0
.RIGHT MARGIN70
.PAGE SIZE 58,70
.
.
.
```

EDT Line Commands

CHANGE Command

Example 2

Shifts to nokeypad mode after the EDT session starts in line mode.

```
$ EDIT /EDT MEMO.RNO
1      .FILL.JUSTIFY
```

```
*SET NOKEYPAD
```

```
*CHANGE
```

```
.FILL.JUSTIFY
```

```
.LEFT MARGIN0
```

```
.RIGHT MARGIN70
```

```
.PAGE SIZE 58,70
```

```
.
```

```
:
```

Example 3

Shifts to keypad mode and moves to the buffer TESTING.

```
*CHANGE =TESTING
```

Example 4

Shifts to keypad mode and moves the cursor to the ninth line of the current buffer.

```
*CHANGE 9
```

Example 5

Shifts to keypad mode and moves the cursor to the beginning of the fourth paragraph.

```
*CHANGE ;3PAR
```

Example 6

Shifts to hardcopy change mode. Assumes that the terminal setting is hardcopy (HCPY).

```
*CHANGE
```

```
[.]FILL.JUSTIFY
```

```
C*
```

Related Commands

- Keypad — CTRL/Z
- Nokeypad — EX (exit to line mode)

CLEAR Command

Format

CLEAR buffer

Description

The CLEAR command deletes the entire contents of the specified buffer. The buffer name must be supplied, even if it is the current buffer. When CLEAR deletes the buffer, it removes the buffer name from the list of active buffers for your session. The MAIN and PASTE buffers are exceptions. You can delete the contents of these buffers, but not their names and storage locations.

When you use CLEAR to delete the current buffer, EDT shifts to the most recent current line in the MAIN buffer.

See the entry on the buffer specifier for more information on how EDT uses buffers.

Example

Deletes the contents and location of the current buffer named DISCARD. Then deletes the contents of the PASTE buffer.

```
*SHOW BUFFER
=DISCARD      8      lines
  EXTRA  10      lines
  MAIN    256      lines
  PASTE   1        lines

*CLEAR DISCARD

*SHOW BUFFER
  EXTRA  10      lines
=MAIN    256      lines
  PASTE   1        lines

*CLEAR PASTE

*SHOW BUFFER
  EXTRA  10      lines
=MAIN    256      lines
  PASTE   No      lines
```

Related Commands

None.

COPY Command

Format

COPY [=buffer-1] [range-1] **TO** [=buffer-2] [range-2] [/QUERY] [/DUPLICATE:n]

Description

The COPY command copies the text specified by location-1 (buffer-1 or range-1, or both) and places it directly above the line specified by location-2 (buffer-2 or range-2, or both). No text is deleted. You can copy to and from different buffers, creating new buffers as appropriate.

If location-1 is omitted, EDT copies the current line. When location-2 is omitted, EDT inserts a copy of the text above the current line. Whenever you omit the buffer specifier, EDT assumes the current buffer. If buffer-1 is specified without a range-1 specifier, the entire contents of buffer-1 are copied to location-2. If buffer-2 is specified without a range-2 specifier, a copy of the text is inserted at the beginning of buffer-2.

Range-1 can refer to one or more lines in the buffer, but range-2 is limited to a single line in the current or specified buffer. Remember to leave spaces between the buffer name and any range specifier; otherwise, EDT might misinterpret the buffer name.

If you do not include a buffer-2 specifier, EDT completes the COPY command in the same buffer from which you entered the command. When you do specify buffer-2, that buffer becomes the current buffer.

The /QUERY qualifier lets you verify each line to be copied to location-2. EDT prompts you with a question mark (?) after displaying a line from location-1 to determine whether you want to copy that line. There are four responses to the question mark prompt: Y (YES), N (NO), A (ALL), and Q (QUIT).

Examples

Example 1

Puts a copy of lines 11 through 14 above line 45.

```
*COPY 11 THRU 14 TO 45
```

Example 2

Puts a copy of the contents of the MAIN buffer into the buffer called OTHER. If the OTHER buffer does not already exist, EDT creates it.

```
*COPY =MAIN TO =OTHER
```

Example 3

Puts three copies of line 1 above line 8.

```
*COPY 1 TO 8 /DUPLICATE:3
```

Example 4

Puts a copy of lines 4 through 7 in the current buffer after the last line of the current buffer.

```
*COPY 4 THRU 7 TO END
```


Example 5

Puts a copy of the lines in the current buffer, starting with the line containing the word **Date** through the line following the words **Dear Sir**, immediately above the line containing the word **Enclosed**, located in the MAIN buffer.

```
*COPY "Date" THRU "Dear Sir:"+1 TO =MAIN "Enclosed"
```

Example 6

Prints line 16 and then questions you to be sure you want to copy that line. If the answer is Y (YES), line 16 is copied above line 58 and line 17 is displayed. If the answer for line 16 is N (NO), line 16 is not copied; EDT moves to line 17 and displays it. If the answer for line 16 is A (ALL), lines 16 through 20 are copied to the location above line 58 without further prompts. If the answer for line 16 is Q (QUIT), no lines are copied.

```
*COPY 16 THRU 20 TO 58 /QUERY
```

Example 7

Puts a copy of lines 12 through 16 from the buffer ADDR into the current buffer immediately above the current line.

```
*COPY =ADDR 12 THRU 16 TO .
```

Example 8

Puts a copy of lines 9 through 47 from the MAIN buffer into the buffer named BROWN immediately above line 9 in that buffer. The new current line is line 9 in the BROWN buffer.

```
*COPY =MAIN 9 THRU 47 TO =BROWN 9
```

Related Commands

- Keypad — CUT + PASTE [+ “move”] + PASTE
- Nokeypad — CUT + PASTE [+ “move”] + PASTE

CTRL/C (Control C) Function

Key Sequence

CTRL/C

Description

CTRL/C interrupts certain operations before EDT finishes processing them. You can use CTRL/C to stop a runaway search through a long file or to stop a long repeat count. CTRL/C halts certain EDT operations. For example, you can use CTRL/C to stop EDT from displaying a whole buffer when you have used the line-mode TYPE command to move to another buffer.

When EDT aborts the operation, it prints the message "Aborted by CTRL/C." If EDT cannot stop a particular process, it prints the message "CTRL/C ignored."

Example

Stops EDT from printing the entire contents of the buffer DARCY_LET.

```
*SHOW BUFFER
DARCY_LET      40      lines
=MAIN  12      lines
PASTE  No      lines

*TYPE =DARCY_LET

1      August 20, 1988
2
3      Mr. Charles R. Darcy
4      Production Manager
5      Midland Manufacturing Corporation
6      East St. Louis, IL  62202
```

CTRL/C

Aborted by CTRL/C

Related Commands

- Keypad — CTRL/C
- Nokeypad — CTRL/C

CTRL/R (Control R) Function GOLD/R

Key Sequence

CTRL/R

Description

In line mode, CTRL/R refreshes the line you are currently typing. If you have used the DELETE key several times to make corrections, you can use CTRL/R to see the characters that are presently part of the line. After using CTRL/R, EDT is still positioned on the line you were typing. You can continue typing on that line or press RETURN to send the data to EDT.

Example

Refreshes the command line to clear the deletions.

```
*MOVE 1 THRU 10 TO =NAUB
```

```
DELETE + DELETE + DELETE + DELETE
```

```
*MOVE 1 THRU 10 TO =NAUB\\
```

CTRL/R

```
*MOVE 1 THRU 10 TO =NAUB\\
```

```
*MOVE 1 THRU 10 TO =
```

Related Commands

- Keypad — CTRL/R
- Nokeypad — REF (refresh)

CTRL/Z (Control Z) Function

Key Sequence

CTRL/Z

Description

CTRL/Z performs the same function in line editing as it does in nokeypad editing. (It has a different function in keypad editing.) You use CTRL/Z to exit from the insert state. After you have given the appropriate insert command and entered the text you want to add, use CTRL/Z to complete the insert procedure. CTRL/Z is used with both the INSERT and REPLACE commands in line mode and the **I** (insert) and **R** (replace) commands in nokeypad mode.

Pressing CTRL/Z three times in succession has the same effect as the QUIT/SAVE command.

Example

In line mode, completes the insert operation and returns EDT to the command state. Uses the TYPE command to display the first two lines in the buffer.

```
1      TO:    Kyle Carlson
*INSERT
          DATE:  March 31, 1986
```

CTRL/Z

```
          ^Z
1      TO:    Kyle Carlson
*TYPE 0 THRU 1
0.1    DATE:  March 31, 1986
1      TO:    Kyle Carlson
```

Related Commands

- Nokeypad — CTRL/Z

DEFINE KEY Command

Format

DEFINE KEY [GOLD] keypad-key-number **AS** "string[.]"
DEFINE KEY GOLD character **AS** "string[.]"
DEFINE KEY [GOLD] CONTROL character **AS** "string[.]"
DEFINE KEY [GOLD] DELETE **AS** "string[.]"
DEFINE KEY [GOLD] FUNCTION key-number **AS** "string[.]"

Description

The DEFINE KEY command defines or redefines function keys used in keypad editing. Key definitions are based on nokeypad commands.

Five types of keys can be defined or redefined:

- A keypad key with or without GOLD
All keypad keys can be defined.
- CONTROL with a keyboard character, with or without GOLD
EDT does not allow you to redefine CTRL/C. Some CONTROL character combinations are system commands and therefore cannot be redefined. These include O, P, Q, S, X, Y, and [.
- GOLD with a keyboard character
GOLD can be used with any keyboard character except the digits 0 through 9 and the minus sign.
- The DELETE key with or without GOLD
The DELETE key can be redefined by itself or with GOLD.
- FUNCTION keys on the LK201 keyboard.
These include the six keys located above the arrow keys on the terminal's "editing" keypad as well as keys F6 through F20 on the function key row across the top of the keyboard.

When using the DEFINE KEY command, you must type the words GOLD and CONTROL in your commands. Pressing the GOLD or CTRL keys has no effect in line mode. If you are redefining the DELETE key, you must enter the word DELETE. To redefine a function key on the LK201 keyboard, enter the word FUNCTION.

When you want to change the definition for the BACKSPACE, LINEFEED, or TAB key, you must redefine its CONTROL equivalent: CONTROL H for BACKSPACE, CONTROL J for LINEFEED, and CONTROL I for TAB. For terminals with LK201 keyboards, you can redefine the F12 (BACKSPACE) and F13 (LINEFEED) keys using their function numbers, FUNCTION 24 and FUNCTION 25.

Keypad-key-number refers to EDT's numerical designations for the keypad keys. For example, the period key on the keypad has number 16; the ENTER key has number 21; and the DOWN arrow key has number 13.

EDT Line Commands

DEFINE KEY Command

FUNCTION keys are the additional keys on the LK201 keyboard that you can define. These include the six keys located above the arrow keys on the "editing" keypad, as well as the keys on the function key row from F6 through F20. You cannot define keys F1 through F5 on the function key row. EDT uses its own numbers for these keys, ranging from FUNCTION 1 through FUNCTION 99, to encompass the special user-defined keys (UDKs) that are allowed on terminals with LK201 keyboards.

String is the key definition. Key definitions are composed of nokeypad commands and specifiers. The definition for a single function key can contain several nokeypad commands. An individual nokeypad command can be separated from another nokeypad command with a space, for example 3W 4C 2DC. or +V BL I\$_^Z. However, you cannot have spaces within a single nokeypad command. (D3W is valid; D 3W is not.)

The optional period determines whether the defined function is automatically processed by simply pressing the key or key sequence. If you omit the period, EDT waits until it receives the ENTER signal before processing the function. (The period [.] is the definition of ENTER.) Most preset key definitions end with the period. The exceptions are GOLD and RESET, which are not nokeypad commands. If you include the period in your definition, be sure to use the keyboard period key, not the keypad one.

If your definition includes more than one nokeypad command, you might want to enclose the definition in parentheses. The parentheses enable you to use the keypad GOLD/repeat feature to process your function more than once. If you try to use a repeat count on a multicommand definition with no parentheses, EDT repeats only the first command. Be sure to put the period outside the parentheses, though. For example, BL V W DW. deletes the second word in a line. You cannot use a repeat count with the nokeypad EXT (extend) command.

Examples

Example 1

Moves the cursor forward to the beginning of the next paragraph.

```
*DEFINE KEY 7 AS "+PAR."
```

Example 2

Exits from EDT completely in one step, without having to press several keys and enter EXIT.

```
*DEFINE KEY CONTROL E AS "EXT EXIT."
```

Example 3

Deletes the select range and pastes it back in the same place, while retaining a copy of the select range in the PASTE buffer for inserting elsewhere during your editing session.

```
*DEFINE KEY GOLD P AS "CUTSR PASTE."
```

Example 4

Puts RUNOFF underline flags around a select range.

```
*DEFINE KEY CONTROL A AS "CUTSR I^&^Z PASTE I\&^Z."
```


Example 5

Inserts a mark (!!!) in your file and exits from EDT. The mark makes it easy for you to find the place where you were last working.

```
*DEFINE KEY CONTROL V AS "I!!!^Z ^M EXT EXIT."
```

Example 6

Prompts the user with the message in single quotes. When you enter the nokeypad commands and press ENTER, EDT processes the commands.

```
*DEFINE KEY GOLD 3 AS "'ENTER NOKEYPAD COMMAND: '."
```

Example 7

Instructs EDT to move down one line, delete the character preceding the cursor, and then insert the vertical bar character. This can be used to draw vertical lines in your text.

```
*DEFINE KEY GOLD CONTROL B AS "(+V D-C I|^Z)."
```

Example 8

Deletes the entity specified by the subsequent key pressed. For example, if the word key is pressed after 8, the next word is deleted. The absence of the period at the end of the definition means that nothing will happen when the 8 key is pressed by itself. The key pressed *after* the 8 will cause a change in the text to occur.

```
*DEFINE KEY 8 AS "+D"
```

Related Commands

- Keypad — CTRL/K
- [Nokeypad — DEFK]

DEFINE MACRO Command

Format

DEFINE MACRO macro-name

Description

The **DEFINE MACRO** command is the part of EDT's macro facility that enables you to create new line-mode commands for the duration of your editing session. When you enter the **DEFINE MACRO** command, EDT adds the macro name to the list of valid line-mode commands. The macro name must be the same as the name of the buffer that contains the EDT macro. When you enter the macro name as a line-mode command, EDT performs all the line-mode commands that constitute the macro.

A macro is a group of one or more line-mode commands that EDT performs when you enter the macro name as a line-mode command. Creating an EDT macro takes several steps. Start by using the **FIND** command to move to the buffer with the macro name. Then insert the line-mode commands that constitute that macro. You can enter the **DEFINE MACRO** command either before or after you put the macro text into its buffer. Once the macro text has been entered into its buffer and you have entered the **DEFINE MACRO** command, you are ready to use the macro name as a line-mode command.

Macro names can be the same as existing EDT line-mode commands, but in those cases, EDT redefines the command to be that of the macro for the remainder of the session or until the macro is deleted with the **CLEAR** command. To delete a macro, simply use the macro name as the buffer specifier with **CLEAR**.

A macro can be saved in an external file and copied into a buffer during your editing session with the **INCLUDE** command. You can put a **DEFINE MACRO** command in your startup command file, along with the text of the macro and the necessary commands to create the macro.

Examples

Example 1

Defines and creates a macro called **FORM** that activates three **SET** commands. Then returns to the **MAIN** buffer.

```
*DEFINE MACRO FORM
*FIND =FORM
*INSERT
    SET TAB 5
    SET ENTITY SENTENCE ' .?;'
    SET WRAP 70
[CTRL/Z]
*FIND =MAIN
```


EDT Line Commands

DEFINE MACRO Command

Example 2

Defines and creates a macro called MNH which inserts the text **Merrimack, NH 03054**. Then returns to the MAIN buffer.

```
*DEFINE MACRO MNH
*FIND =MNH
*INSERT
        INSERT ;Merrimack, NH 03054
```

CTRL/Z

```
*FIND =MAIN
```

Example 3

Shows the portion of a startup command file that contains line-mode commands to create a macro called MEMO. The MEMO macro inserts the heading for a standard memo. The second FIND command at the end of the example returns EDT to the MAIN buffer so you can begin to type the memo text. Lines beginning with exclamation points are comments in the startup command file. Note that the single-line form of the line-mode INSERT command must be used to create the macro text.

```
!
! Creates the macro called MEMO, which contains
!   the heading for a standard memo.
!
FIND =MEMO                !Moves to the macro buffer.
INSERT; INSERT;           !Blank line
INSERT; INSERT;           !Blank line
INSERT; INSERT; DATE:
INSERT; INSERT;           !Blank line
INSERT; INSERT; TO:
INSERT; INSERT;           !Blank line
INSERT; INSERT; FROM:
INSERT; INSERT;           !Blank line
INSERT; INSERT; SUBJECT:
DEFINE MACRO MEMO         !MEMO is now a line-mode command.
FIND =MAIN                !Returns to the first line of MAIN.
!
!End of macro
```

Related Commands

None.

DELETE Command

Format

DELETE [=buffer] [range] [/QUERY]

Description

The DELETE command deletes a line or group of lines, depending on the range that you specify. If no buffer or range is specified, EDT deletes the current line. When you use a buffer specifier but omit the range specifier, EDT moves to that buffer and deletes its entire contents. Whenever you include a buffer specifier, that buffer becomes the current buffer. When you include a range specifier with the DELETE command, EDT deletes all the lines included in that range.

The DELETE command always deletes entire lines, even if the range specifier is a string. In that case, DELETE deletes the lines containing that string.

The /QUERY qualifier allows you to verify deletions line by line. When /QUERY is in effect, EDT prints a line and then the question mark prompt (?) to ask if you want that line deleted. The valid responses to the question mark prompt are: Y (YES), N (NO), A (ALL), and Q (QUIT).

Examples

Example 1

Deletes the current line.

```
      8      2:30 Meeting with Paul Jeffreys
*DELETE
1 line deleted
      9      3:00 Party for Janice Kay.
```

Example 2

Uses the /QUERY qualifier to delete some, but not all, of the lines in the range 1 through 5.

```
      1      Calendar for Tuesday, Dec. 13
      2      Staff Meeting 9:00 a.m., Glen Room
      3      EDT Lecture, 11:00 a.m., Merrimack Auditorium
      4      Luncheon Seminar, 12:00 noon, Hanover Room
      5
      6      Calendar for Wednesday, Dec. 14
*DELETE 1 THRU 5 /QUERY
      1      Calendar for Tuesday, Dec. 13
? Y
      2      Staff Meeting 9:00 a.m., Glen Room
? Y
      3      EDT Lecture, 11:00 a.m., Merrimack Auditorium
? N
      4      Luncheon Seminar, 12:00 noon, Hanover Room
? A
4 lines deleted
      6      Calendar for Wednesday, Dec. 14
```


EDT Line Commands

DELETE Command

Example 3

Moves to the buffer ADDR5 and deletes lines 1 through 4 in that buffer.

```
*DELETE =ADDR5 1 THRU 4
```

```
4 lines deleted
```

```
5      Dr. Janet Townley
```

Related Commands

- Keypad — DEL L
- Nokeypad — DL (delete line)

/DUPLICATE Qualifier

Format

`/DUPLICATE:n`

Description

`/DUPLICATE` is a qualifier used with the line-mode `COPY` command. All EDT qualifiers must be preceded by slashes. The `/DUPLICATE` qualifier instructs EDT to copy the specified text *n* times above the location-2 specified in the `COPY` command. You must supply a value for *n* between 1 and 32767.

Example

Inserts five copies of line 3 above line 14.

```
*COPY 3 TO 14 /DUPLICATE:5
```

```
1 line copied 5 times
```

```
*TYPE 13 THRU 14
```

```
13      1 pkg. #2 copper tubing
13.1    1 pkg. #3 copper tubing
13.2    1 pkg. #3 copper tubing
13.3    1 pkg. #3 copper tubing
13.4    1 pkg. #3 copper tubing
13.5    1 pkg. #3 copper tubing
14      1 pkg. #4 copper tubing
```

EXIT Command

Format

EXIT [filespec]
[/SEQUENCE[:initial[:increment]]] [/SAVE]

Description

The EXIT command ends your editing session. EDT creates an external file and copies the contents of the MAIN buffer into that file. When you enter EXIT with no file specification, EDT uses the file specification information supplied in the EDIT/EDT command line. The file specification that you supply with the EXIT command supersedes any output file specification given in the EDIT/EDT command line. If the output file was only partially specified in the EDIT/EDT command line or EXIT command, EDT uses the input file name or file type in place of whichever item is missing.

If a directory name is included in the file specification, that directory must already exist and you must have access to it. When you use the EXIT command, EDT creates a file. However, EDT cannot create a directory.

The /SEQUENCE qualifier instructs EDT to retain the EDT line numbers for use in subsequent editing sessions. Only whole numbers (that is, line numbers with no decimals) can be used for the *initial* and *increment* specifiers. When /SEQUENCE is used with no specifiers, EDT attempts to retain the existing line numbers insofar as it can. But all line numbers with decimal fractions are adjusted to whole numbers.

The /SAVE qualifier tells EDT to save the copy of the journal file in the current directory. The default journal file specification has the same file name as the input file. JOU is the default file type. Unless you use the /SAVE qualifier in your EXIT command, EDT automatically deletes the journal file when you enter the EXIT command. The journal file contains all the keystrokes you made during the editing session. You can specify a different journal file name in the EDIT/EDT command line.

The EXIT command tries to apply the attributes of the input file to the output file it creates. If these attributes have been violated by any editing work done during the session (for example, altering the length of a record in a fixed length record file on some systems), EDT might not be able to finish copying the MAIN buffer text into the output file. In these instances, EDT displays the error detected by the appropriate file service and discontinues processing the EXIT command. You can use the WRITE command to copy the text to an external file, but the attributes of the input file are no longer preserved. The WRITE command always creates an external file with EDT's default attributes. (Use the QUIT command to exit from EDT after you have entered the WRITE command.)

EDT Line Commands

EXIT Command

Examples

Example 1

Shows the beginning and end of an EDT session. The input file is WKREP25.RNO and the output file is WKREP25.RNO;2. The system command DIRECTORY shows that both files exist in the directory after the EXIT command is used.

```
$ EDIT /EDT WKREP25.RNO
1      .FILL.JUSTIFY
.
.
.
*EXIT
DISK$USER:[SMITH:STATUS]WKREP25.RNO;2  63 lines
$ DIRECTORY WKREP25.RNO
      WKREP25.RNO;1      WKREP25.RNO;2
```

Example 2

Shows the beginning and end of an EDT session. The input file is LETTER.RNO;4 and the output file is SANCHEZ.RNO;1. The system command DIRECTORY shows that both files exist in the directory after the EXIT command is used.

```
$ EDIT /EDT LETTER.RNO;4
1      .FILL.JUSTIFY
.
.
.
*EXIT SANCHEZ.RNO
DISK$USER:[MARSDEN.LETTERS]SANCHEZ.RNO;1 37 line
$ DIRECTORY
.
.
.
      LETTER.RNO;4
.
.
      SANCHEZ.RNO;1
```


Example 3

Shows the beginning and end of an EDT session. The input file is EOL.RNO and the output file is ENDOFLINE.RNO. The /SAVE qualifier causes the journal file to be saved so this editing work can be repeated with other files. Uses the DCL command DIRECTORY to show the journal file.

```
$ EDIT /EDT EOL.RNO
      1      .FILL.JUSTIFY.LEFT MARGIN0.RIGHT MARGIN70
*SUBSTITUTE/GIN0/GIN10/
      1      .FILL.JUSTIFY.LEFT MARGIN10.RIGHT MARGIN70
1 substitution
*SUBSTITUTE/70/80/
      1      .FILL.JUSTIFY.LEFT MARGIN10.RIGHT MARGIN80
1 substitution
*INSERT ;.PAGE
      1      .FILL.JUSTIFY.LEFT MARGIN10.RIGHT MARGIN80
*EXIT ENDOFLINE.RNO /SAVE
DISK$USER:[SMITH.CHAPTER8]ENDOFLINE.RNO;1 54 lines
$ DIRECTORY *.JOU
      EOL.JOU;1
```

Related Commands

None.

FILL Command

Format

FILL [=buffer] [range]

Description

The **FILL** command takes a select range of lines and reorganizes the text so that the maximum number of whole words can fit within the current line width. The default line width for EDT is the terminal width that the operating system passes to EDT. Use the line-mode **SHOW SCREEN** command to find out the current screen or line width.

You can use either the **SET WRAP** or **SET SCREEN** line-mode command to change the line width for filling. **SET SCREEN** changes the line width for all operations in your editing session. **SET WRAP** affects only filling. EDT uses the **SET SCREEN** width for filling if **SET NOWRAP** (the default) is in effect. If **SET WRAP** is in effect, EDT always uses that value, regardless of the **SET SCREEN** width. Both **SET SCREEN** and **SET WRAP** take the line length, in characters, as the command specifier. For example:

```
SET SCREEN 40  
SET WRAP 60
```

Use the **SHOW WRAP** command to find the current wrap value or setting.

The fill process considers a blank line to be a break between paragraphs. Even if there are spaces on the blank line, EDT fills the text up to the blank line and then resumes filling with the next line that contains text.

If you do not specify a range or buffer with the **FILL** command, EDT assumes that a select range has been established in one of the screen modes. If no select range is active, EDT displays an error message.

If your **SET SCREEN** width is 80, EDT will fill lines to column 79; if your **SET SCREEN** width is 132, EDT will fill lines to column 131.

Examples

Example

Uses the **SET WRAP** command to limit the line length to 40 characters. Then reformats lines 10 through 15.

EDT Line Commands

FILL Command

```
10 With regard to your letter of January 4th,  
11 I am unable to satisfy your need for terminals  
12 that scroll sideways. To the best of my knowledge,  
13 no such terminals are available on today's market.  
14 We do, however,  
15 have an editor named EDT with this capability.
```

*SET WRAP 40

*FILL 10 THRU 15

```
10 With regard to your letter of January  
11 4th, I am unable to satisfy your need  
12 for terminals that scroll sideways. To  
13 the best of my knowledge, no such  
14 terminals are available on today's  
15 market. We do, however, have an editor  
16 named EDT with this capability.
```

Related Commands

- Keypad — FILL
- Nokeypad — FILL

FIND Command

Format

FIND [=buffer] [range]

Description

The **FIND** command moves EDT to a new position in the current buffer or in the specified buffer. In line mode, once the specified line has been found, EDT signals with the line-mode prompt (*). The new current line is not displayed at the terminal. (Enter the **TYPE** command if you want to see the line.)

If you use the **FIND** command from keypad or nokeypad mode, the cursor moves to the first character of the specified line. If you use a string for range, the cursor moves to the character to the right of the search string.

When **FIND** is used with a buffer specifier but no range specifier, EDT positions itself at the first character of the specified buffer. When you use both buffer and range specifiers, EDT positions itself at the line you specified as the range in the specified buffer. Use a space to separate the buffer name from the range specifier if the range specifier begins with a letter or digit (for example, **=PASTE 1**). Otherwise, EDT will interpret the range as part of the buffer name.

With the **FIND** command, you can search either forward or backward for a string in the current buffer. To search backward toward the beginning of the buffer, you must precede the search string with a minus sign (-). When you use a line number as the range specifier, **FIND** will locate the line regardless of direction.

If you use a string as the range specifier, you should be aware of how EDT searches for a matching string in the text. EDT performs searches in several ways: the defaults are **GENERAL**, **BEGIN**, and **UNBOUNDED**. **GENERAL** means that EDT ignores the case and diacritical marks of letters in performing searches. **BEGIN** means that EDT places the cursor on the first character of the search string. **UNBOUNDED** means that EDT performs the search on the portion of the buffer between the cursor position and the beginning or end of the buffer, depending on the direction of the search. Use the **SET SEARCH** command to change the way EDT performs searches. The **SHOW SEARCH** command tells you which search parameters are currently in effect. (**BEGIN** is applicable only in change mode.)

The **FIND** command is frequently used to move EDT from one buffer to another. When you enter **FIND =buffer name**, EDT moves to the first line of the specified buffer. If that buffer does not already exist, EDT creates the buffer.

You can use the period range specifier (.) to return to the last line you were working on in a previously used buffer. For example, suppose 254.2 was the last line EDT was at in the **MAIN** buffer. When you finish your editing in the **TEST** buffer, enter **FIND =MAIN.** to return to the **MAIN** buffer. EDT positions itself at line 254.2 in the **MAIN** buffer. (You can place the period immediately after the buffer name without confusing EDT, because periods are not valid characters in buffer names.)

Examples

Example 1

Moves EDT to line 15, but prints nothing. The new location is correct for the SUBSTITUTE command.

```
11      In regard to your letter of the 24th, we are planning
*FIND 15
*SUBSTITUTE/December/January/
15      I will be flying to Denver on January 15th, arriving
1 substitution
```

Example 2

Moves EDT to the next line containing the string **Bob** but prints nothing. The new location is correct for the SUBSTITUTE command.

```
*FIND "Bob"
*SUBSTITUTE/Bob/Harry/
21      with Harry at the next Board of Directors Meeting.
1 substitution
```

Example 3

Moves to the end of the buffer so that you can insert a new line at the end of the text.

```
*FIND END
*INSERT; cc: John C. Fredericks
[EOB]
*
```

Example 4

Moves to the buffer named LIST but prints nothing. The TYPE command simply verifies the new location.

```
*TYPE .
1      Distribution List for File Copies
```

Related Commands

- Keypad — FIND
- Nokeypad — "string"

HELP Command

Format

HELP [topic [subtopic [subsubtopic]]]

Description

The **HELP** command puts you in touch with EDT's **HELP** facility. When you type **HELP** by itself, EDT prints general information and instructions on how to get help for a specific topic. To get information on subtopics, you must type the name of the topic and then the name of the subtopic, for example, **HELP EXIT /SAVE**. Using the **HELP** facility has no effect on your editing session.

You can access the **HELP** file any time you see the line-mode asterisk prompt (*). You can also access the information directly from keypad mode by using the **COMMAND** function or from nokeypad mode by using the **EXT** (extend) command.

HELP for nokeypad commands is available through the line-mode **HELP** command. Enter **HELP CHANGE** for information on nokeypad syntax and the list of subtopics. To get information on nokeypad commands, type **HELP CHANGE SUBCOMMANDS**.

If you have access to more than one **HELP** file, use the **SET HELP** command to change **HELP** files. The **SHOW HELP** command prints the name of the **HELP** file that is currently available for your editing session.

Examples

Example 1

Prints information on EDT's journal facility.

*HELP JOURNAL

Example 2

Prints information on hardcopy change mode.

*HELP CHANGE HARDCOPY

Example 3

Prints the keypad key number chart for VT100 terminals. These key numbers are used with the **DEFINE KEY** and **SHOW KEY** commands.

*HELP DEFINE KEY VT100

Example 4

Prints information on the **/SEQUENCE** qualifier when used with the **RESEQUENCE** command.

*HELP RESEQUENCE /SEQUENCE

Example 5

Prints general information on nokeypad commands.

*HELP CHANGE SUBCOMMANDS

Example 6

Prints information on the nokeypad command TADJ.

```
*HELP CHANGE SUBCOMMANDS TADJ
```

Related Commands

- Keypad — HELP

INCLUDE Command

Format

INCLUDE filespec [=buffer] [range]

Description

The **INCLUDE** command copies external files into an EDT text buffer. In line mode, EDT displays its asterisk prompt (*) when the **INCLUDE** command has finished copying the file. If you use the **INCLUDE** command from keypad or nokeypad mode, the included text appears on the screen.

The file specification is the name of the file you want to include in the specified text buffer. If the file name is omitted, EDT assumes the same name as the input file. Similarly, if the file type is omitted, EDT assumes the same file type as the input file. However, you must include some element of the file specification in the command line.

If no buffer is specified, the file is added to the current buffer. The range specifier refers to a single line, above which EDT puts the new text. If you omit the range specifier, EDT puts the text above the current line or at the top of the specified buffer. EDT assigns appropriate numbers to the new lines that are added to the buffer. If there are any sequence numbers stored with the included file, EDT ignores them.

Examples

Example 1

EDT places a copy of the file **LIST.DAT** immediately above the current line in the current buffer.

```
*INCLUDE LIST.DAT
```

Example 2

EDT places a copy of the file **ADDR.DAT** at the top of the buffer **ADDRESS**. If no buffer named **ADDRESS** exists, EDT creates one.

```
*INCLUDE ADDR.DAT =ADDRESS
```

Example 3

EDT places a copy of the file **MEMO35.RNO** from the directory **JACKSON** in the current buffer immediately above line 12.

```
*INCLUDE [JACKSON]MEMO35.RNO 12
```

Example 4

EDT places a copy of the file **EXTRAPAR.X** in the **MAIN** buffer immediately above line 58.

```
*INCLUDE EXTRAPAR.X =MAIN 58
```


Related Commands

None.

INSERT Command

Format

INSERT [=buffer] [range] ;line-to-be-inserted

INSERT [=buffer] [range] **RETURN** text **CTRL/Z**

Description

The INSERT command is used to add text to the current buffer or to another buffer if one is specified. Text is always inserted above the line specified by range, above the current line if you omit the range specifier, or at the top of the specified buffer if only a buffer name is supplied.

To insert a single line of text, enter INSERT, followed optionally by a buffer or range specifier, or both, then a semicolon, and finally the text to be inserted. You must press RETURN to process the one-line insert. If the semicolon is omitted, EDT prints an error message. To see the line you have just inserted you can enter the TYPE command with -1 for the range specifier.

To insert one or more lines, enter INSERT, followed optionally by a buffer or range specifier, or both, and press RETURN. EDT is now in the insert state. You can type as many lines as you want. EDT assigns ascending line numbers to the new lines. When you have finished typing the text, press CTRL/Z to exit from the insert state.

If you use a buffer specifier with your INSERT command, EDT moves to the named buffer and remains there after you have finished inserting the text. You must use the FIND command to return to the buffer where you were previously editing.

Only the INSERT ;line-to-be-inserted form of the command can be used in startup command files or EDT macros. To insert several lines of text in a startup command file or EDT macro, put INSERT[SP]; before each text line.

Examples

Example 1

Adds the telephone number line after the last line of the address. Uses TYPE to show the newly inserted line.

```
2      South Bend, IN 46628
*INSERT 3 ;(219) 555-1234
3
*TYPE -1
2.1    (219) 555-1234
```


EDT Line Commands

INSERT Command

Example 2

Moves to the buffer ADDRESS and inserts an address. Then uses FIND to return to the MAIN buffer.

```
*INSERT =ADDRESS RETURN  
Dr. James Grogan  
Charlotte Professional Building  
Suite 12A  
Charlotte, NC 28202
```

CTRL/Z

[EOB]

*FIND =MAIN .

Related Commands

- Nokeypad — I

MOVE Command

Format

MOVE [=buffer-1] [range-1] **TO** [=buffer-2] [range-2] [/QUERY]

Description

The MOVE command moves the lines specified by location-1 (buffer-1 or range-1, or both) to location-2 (buffer-2 or range-2, or both). The lines specified in location-1 are deleted from their original position and inserted at the new location. Enter the COPY command if you want to have the text appear in both places.

If location-1 is omitted, EDT moves the current line. When location-2 is omitted, EDT inserts the text above the current line. Whenever you omit the buffer specifier, EDT assumes the current buffer. If buffer-1 is specified without a range-1 specifier, the entire contents of buffer-1 are moved to location-2. If buffer-2 is specified without a range-2 specifier, the text is inserted at the beginning of buffer-2.

Range-1 can refer to one or more lines in the buffer, but range-2 is limited to a single line in the current or specified buffer. Remember to leave spaces between the buffer name and any range specifier if one is used. Otherwise, EDT might misinterpret the buffer name.

If you do not include a buffer-2 specifier, then EDT completes the MOVE command in the same buffer from which you entered the command. When you do specify buffer-2, that buffer becomes the current buffer.

The /QUERY qualifier allows you to make decisions during the MOVE operation. EDT prints out each line in range-1 and prompts you with a question mark (?) so that you can decide whether you want to move that line. The four valid responses are: Y (YES), N (NO), A (ALL), and Q (QUIT).

Examples

Example 1

Moves line 5 in the current buffer to be above line 15, also in the current buffer.

```
*MOVE 5 TO 15
```

Example 2

Moves the entire contents of the buffer PAGE7 to be above line 198 in the current buffer.

```
*MOVE =PAGE7 TO 198
```

Example 3

Moves lines 1 through 5 in the buffer ADDRESS to be above the current line in the current buffer.

```
*MOVE =ADDRESS 1 THRU 5 TO
```


Example 4

Moves lines 38 through 94 in the current buffer to be at the beginning of the buffer SECTION1. If no buffer named SECTION1 exists, EDT creates it.

*MOVE 38 THRU 94 TO =SECTION1

Example 5

Moves the current line in the current buffer to be above line 26 in the MAIN buffer.

*MOVE TO =MAIN 26

Related Commands

- Keypad — CUT [+ “move”] + PASTE
- Nokeypad — CUT [+ “move”] + PASTE

NEXT Command

Format

[SUBSTITUTE] NEXT[/[string-1]/string-2/]

Description

See SUBSTITUTE NEXT.

/NOTYPE Qualifier

Format

/NOTYPE

Description

The /NOTYPE qualifier, which is used only with the line-mode SUBSTITUTE command, instructs EDT not to display the lines in which substitutions have been made. EDT displays only the message giving the number of substitutions. Always precede an EDT qualifier with a slash.

Examples

Example 1

Instructs EDT not to display the lines in which substitutions occurred.

```
*SUBSTITUTE/chairman/Chairperson/ WHOLE /NOTYPE  
14 substitutions
```

Example 2

Instructs EDT not to display the lines in which substitutions occurred.

```
*SUBSTITUTE*input/output*I/O* . THRU +20 /NOTYPE  
7 substitutions
```

<null> Command

Format

[=buffer] [[%]range]

Description

The <null> command causes EDT to display the specified text. This command consists only of optional specifiers; there is no command word to type. If you omit both the buffer and range specifiers, the command simply consists of pressing the RETURN key in response to the asterisk prompt. In that case, EDT displays the next line in the current buffer.

The effect of the <null> command is the same as that of the TYPE command. For this reason the <null> command is referred to as the “implied TYPE” command.

When you include a buffer specifier, EDT moves to that buffer. If you do not specify a range, EDT displays every line in the buffer. Otherwise, EDT displays only the lines specified by range. When you move from one buffer to another, you can return to the same position in a previous buffer by using the period specifier (.) after the buffer name. For example, the command =MAIN[SP]. moves EDT back to the MAIN buffer on line 37.21 if 37.21 was the most recent current line in MAIN.

After EDT displays the specified lines, it positions itself at the first line of the range or buffer, not at the end.

When you specify certain ranges, there are some differences between the TYPE command and the <null> command. Range specifiers that begin with letters — ALL, BEGIN, END, LAST, and REST — must be preceded by a percent sign (%) when they are the first element of a <null> command. If the percent sign is omitted, EDT tries to interpret the word as a command or macro name and returns an error message.

The <null> command takes no qualifiers. You can use the /BRIEF and /STAY qualifiers with the TYPE command.

Examples

Example 1

Causes EDT to display lines 2 through 4.

```
1      This is the first line in the MAIN buffer.  
2      This is the second line in the MAIN buffer.  
3      This is the third line in the MAIN buffer.  
4      This is the fourth line in the MAIN buffer.  
5      This is the fifth line in the MAIN buffer.  
6      This is the sixth line in the MAIN buffer.
```

*2 THRU 4

```
2      This is the second line in the MAIN buffer.  
3      This is the third line in the MAIN buffer.  
4      This is the fourth line in the MAIN buffer.
```


Example 2

Causes EDT to display the line below the current line.

*+1

3 This is the third line in the MAIN buffer.

Example 3

Causes EDT to display the first line of the buffer.

*%BEGIN

1 This is the first line in the MAIN buffer.

Example 4

Causes EDT to display the third line after the current line.

*+3

4 This is the fourth line in the MAIN buffer.

Example 5

Causes EDT to display the next line after the current line when no specifier is supplied.

* RETURN

5 This is the fifth line in the MAIN buffer.

Example 6

Causes EDT to display the line two lines above the current line.

*-2

3 This is the third line in the MAIN buffer.

Example 7

Causes EDT to display all remaining lines in the buffer starting with the current line.

*%REST

3 This is the third line in the MAIN buffer.
4 This is the fourth line in the MAIN buffer.
5 This is the fifth line in the MAIN buffer.
6 This is the sixth line in the MAIN buffer.

[EOB]

Example 8

Moves to the PASTE buffer and causes EDT to display the entire contents of that buffer.

*=PASTE

1 This is the first line in the PASTE buffer.
2 This is the last line in the PASTE buffer.

[EOB]

EDT Line Commands

<null> Command

Example 9

Moves to the buffer MEMO and displays lines 17 through 42.

*=MEMO 17 THRU 42

```
17      after the product has been thoroughly tested.
18
.
.
.
41      Please notify me of any changes in your schedule
42      as soon as you become aware of them.
```

Related Commands

None.

PRINT Command

Format

PRINT filespec [=buffer] [range]

Description

The PRINT command puts a copy of the specified range or buffer into an external file within the current or specified directory. EDT adds a form feed and two blank lines for every 60 lines it copies to the external file. Also, the EDT line numbers become part of the text in the external file. EDT does not resequence the lines when it processes the PRINT command. The line numbers remain exactly as they were before you entered the PRINT command.

When you specify neither range nor buffer, the entire current buffer is copied. If you give only a buffer name with no range, EDT copies the entire contents of the specified buffer, but does *not* move to that buffer. Instead, EDT remains in the buffer from which you entered the PRINT command.

Nonprinting characters are shown in the external file as EDT displays them, for example, <ESC> for the escape character (decimal value 27) and ^@ for the null character (decimal value 0).

If you include a directory name in the file specification, that directory must exist and you must have access to it. When you use the PRINT command, EDT creates a file, but EDT cannot create a directory.

The line numbers that appear in a file created by the PRINT command are different from those created by the WRITE command with the /SEQUENCE qualifier.

Examples

Example 1

Copies the entire current buffer to the file MEMO1.RNO.

```
*PRINT MEMO1.RNO
```

Example 2

Copies the current buffer, starting with line 12, to the file WEEK43 in the subdirectory JONES.STATUS.

```
*PRINT [JONES.STATUS]WEEK43 12 THRU END
```

Example 3

Copies the contents of the buffer HEADING to the file ADDRESS.DAT.

```
*PRINT ADDRESS.DAT =HEADING
```

Example 4

Copies lines 7 through 56 from the buffer BODY to the file LETTER1.RNO.

```
*PRINT LETTER1.RNO =BODY 7 THRU 56
```

EDT Line Commands

PRINT Command

Related Commands

None.

The PRINT command is used to print the contents of the current window. It is a simple command that does not require any arguments. The command is entered at the prompt and the contents of the window are printed to the printer. The command is useful for printing the results of a calculation or for printing a list of data. The command is also useful for printing the contents of a window that is too large to fit on the screen. The command is entered at the prompt and the contents of the window are printed to the printer. The command is useful for printing the results of a calculation or for printing a list of data. The command is also useful for printing the contents of a window that is too large to fit on the screen.

Examples

Example 1: Printing the contents of the current window. The command is entered at the prompt and the contents of the window are printed to the printer.

```
EDT> PRINT
```

Example 2: Printing the contents of a window that is too large to fit on the screen. The command is entered at the prompt and the contents of the window are printed to the printer.

```
EDT> PRINT
```

/QUERY Qualifier

Format

/QUERY

Description

The /QUERY qualifier gives you control over the processing of four commands: COPY, DELETE, MOVE, and SUBSTITUTE. Use the /QUERY qualifier when you are performing one of those four operations on a range of lines but do not want every line in the range to be affected by the command. Always precede an EDT qualifier with a slash.

When you include the /QUERY qualifier in a command line, EDT prompts you for each line in the range before any action is taken. EDT prints the line and then displays the question mark prompt (?) so you can decide whether to have EDT perform the command for that line, skip the operation for that line, process the command for all remaining lines in the range, or stop processing the command at that line.

The four responses to the question mark prompt are:

- | | | |
|---|--------|--|
| Y | (YES) | Perform the command on this line. |
| N | (NO) | Do not perform the command on this line. |
| A | (ALL) | Perform the command on all remaining lines in the range. |
| Q | (QUIT) | Stop performing the command at this line. The remaining lines in the range will not be affected. |

When you use the /QUERY qualifier with the SUBSTITUTE command, it might seem that there are four delimiters on the command line.

```
SUBSTITUTE/1984/1988/ WHOLE /QUERY
```

However, the slash before the word QUERY is the qualifier signal, not a delimiter. If you use a different delimiter for the substitute strings, you can see the distinction:

```
SUBSTITUTE*1984*1988* WHOLE /QUERY
```

Example

Prompts you to decide which lines in the range 5 through 9 you want to delete. The TYPE command shows which lines in the range 4 through 10 remain in the buffer.

```
4      Jacksonville, FL
5      Huntsville, AL
6      Thomasville, GA
7      Potsdam, NY
8      Grand Forks, ND
9      Missoula, MT
10     Eugene, OR
```

```
*DELETE 5 THRU 9 /QUERY
```

EDT Line Commands /QUERY Qualifier

```

5      Huntsville, AL
?Y
6      Thomasville, GA
?N
7      Potsdam, NY
?Y
8      Grand Forks, ND
?A
4 lines deleted
10     Eugene, OR
*TYPE 4 THRU 10
4      Jacksonville, FL
6      Thomasville, GA
10     Eugene, OR

```

Related Commands

None.

QUIT Command

Format

QUIT [/SAVE]

Description

The QUIT command ends an EDT session without copying any text to an external file. Only a copy of the original file as it was before you started your EDT session exists. There is no copy of the edited text. If you use EDT to create a new file and you enter QUIT to end your editing session, no copy of the text will exist in any directory. To preserve a copy of the MAIN buffer text in an external file, use the EXIT command.

If you use the /SAVE qualifier with QUIT, EDT saves the journal file from your editing session. You might want to do this if your text has become confused or if you have accidentally deleted some text that you want to recover. First, use QUIT/SAVE to end your editing session. Then using EDT, delete the last few commands from the journal file. To resume your work, use the /RECOVER qualifier with your EDIT/EDT command to restore your editing work up to the point where the problem occurred.

Pressing CTRL/Z three times in a row has the same effect as issuing the QUIT /SAVE command.

Examples

Example 1

Ends your EDT session without copying the MAIN buffer contents to an external file. Only the system prompt appears.

```
*QUIT
$
```

Example 2

Lists the files in the directory. Then starts an EDT session, but ends it with QUIT/SAVE to retain the journal file. A second system DIRECTORY command shows the journal file (CHAPTER1.JOU) in the directory.

```
$ DIRECTORY
    CHAPTER1.RNO;2  CHAPTER1.RNO;1
$ EDIT /EDT CHAPTER1.RNO
.
.
.
*QUIT/SAVE
$ DIRECTORY
    CHAPTER1.JOU;1  CHAPTER1.RNO;2  CHAPTER1.RNO;1
```

EDT Line Commands

QUIT Command

Related Commands

- Nokeypad — QUIT

The QUIT command is used to exit the EDT editor. It is a line command that must be entered on a line by itself. When entered, the editor will save the current file and exit the editor. If the editor is running in a window, it will close the window. If the editor is running in a terminal, it will return the prompt to the shell.

If you are using the EDT editor in a window, you can also use the QUIT command to exit the editor. This is done by pressing the Q key. This will close the window and return the prompt to the shell. If you are using the EDT editor in a terminal, you can also use the QUIT command to exit the editor. This is done by pressing the Q key. This will return the prompt to the shell.

The QUIT command is a line command that must be entered on a line by itself. It is used to exit the EDT editor. When entered, the editor will save the current file and exit the editor.

Examples

Example 1: The following shows the EDT editor in a window. The QUIT command is entered on a line by itself, and the window is closed.

Example 2: The following shows the EDT editor in a terminal. The QUIT command is entered on a line by itself, and the prompt is returned to the shell.

range specifier

Format

range-indicator

Description

The range specifier is used with the following line-mode commands:

CHANGE	<null>
COPY	PRINT
DELETE	REPLACE
FIND	RESEQUENCE
INCLUDE	SUBSTITUTE
INSERT	TYPE
MOVE	WRITE

The range specifier can reference one line or a group of lines depending on your needs or on the command.

There are a number of ways to indicate a range. Some of the more common ones are listed here.

Range Indicator	Description
. (period)	The current line.
number	The exact line number, for example, 95.31.
range THRU range range:range	The lines starting at the first range indicator and continuing through the second range indicator.
WHOLE	Every line in the buffer.
BEGIN	The top of the buffer.
END	The bottom of the buffer.
BEFORE	The first line in the current buffer through the line above the current line.
REST	The current line in the current buffer through the last line in the buffer.
SELECT	The active select range established by the keypad SELECT function or the nokeypad SEL, SSEL, or TGSEL commands. The select range can include only whole lines.
"string" 'string'	A string of characters located on or after the current line.

EDT Line Commands

range specifier

Range Indicator	Description
-"string"	A string located before the current line.
-'string'	
+n	The number of lines below the current line; for example, +3 is the third line below the current one.
-n	The number of lines above the current line; for example, -10 is the tenth line above the current one.

When you use the string specifier with most line-mode commands, EDT considers that you are referencing the entire line. For example, the command DELETE "string", deletes the entire line that contains the quoted string.

EDT keeps track of the string location when you use a string specifier with a command like FIND or TYPE. By remembering the position of the string, EDT allows you to locate the next occurrence of that string.

When a string is used for the range specifier, it must be surrounded by either single (') or double (") quotation marks. When the first element of the <null> command is a word range specifier such as BEGIN, END, BEFORE, REST, and WHOLE, it must be preceded with a percent sign (%) to indicate to EDT that it is not a command or an EDT macro.

Examples

Example 1

Types the current line.

```
*.
```

Example 2

Shifts to a change mode and puts the cursor to the right of the next occurrence of the word **page**.

```
*CHANGE "page"
```

Example 3

Deletes lines, starting with 25, through the end of the buffer.

```
*DELETE 25 THRU END
```

Example 4

Moves to line 23 in the PASTE buffer.

```
*FIND =PASTE 23
```

Example 5

Displays the remaining lines in the current buffer, starting with the current line.

```
*%REST
```

Example 6

Creates a file called OUTFILE.DAT and copies 11 lines into it, starting with the current line and ending with the tenth line after the current line.

```
*WRITE OUTFILE.DAT . THRU +10
```


Example 7

Resequences the lines starting with five lines before line number 25 and continuing through line number 30 or as far as is necessary to maintain ascending line numbers. Assigns the number 100 to the first line in the range. Then increments the line numbers by 1.

```
*RESEQUENCE 25 -5 THRU 30 /SEQUENCE:100
```

Example 8

Creates a file called LETTER1A.RNO and puts into it a copy of the lines starting with the one containing the string "In response" through the one with the string **cc: David North**.

```
*WRITE LETTER1A.RNO "In response" THRU "cc: David North"
```

REPLACE Command

Format

REPLACE [=buffer] [range] [:line-to-be-inserted]

REPLACE [=buffer] [range] RETURN text CTRL/Z

Description

The REPLACE command deletes the lines specified by range from the current or specified buffer. EDT then replaces the deleted lines with text that you enter at the terminal. There are two ways to enter new text: (1) on the same line as the REPLACE command or (2) through the insert state.

If the text to be entered does not contain any line terminators, it can be typed on the same line as the REPLACE command. Separate the text from the command with a semicolon. When you press RETURN, the line or lines specified by range are deleted and replaced by the text following the semicolon.

To replace the deleted text with one or more lines, press RETURN after typing the REPLACE command. EDT shifts to the insert state as soon as it deletes the specified lines. Press CTRL/Z to exit from the insert state when you have finished entering the new text.

Only the single-line form of the REPLACE command can be used in startup command files or EDT macros.

Examples

Example 1

Using the single-line form of the REPLACE command, deletes line 3 and replaces it with new text. The TYPE command verifies that the new line has been entered.

```
1      Mr. Theodore R. Swenson
2      34 North Main Street
3      Londonderry, NH 03053
4      (603) 555-1234

*REPLACE "London" ;Derry, NH 03038
1 line deleted
4      (603) 555-1234

*TYPE -1
3      Derry, NH 03038
```

Example 2

Deletes line 7 and inserts new text. The TYPE command verifies the new text.

```
6      Robert Harrison
7      John Barber

*REPLACE 7 RETURN
1 line deleted

Marjorie Dickerson
James Newbold
Dorothy Urquart
Faith Jaspersen

CTRL/Z
```


EDT Line Commands

REPLACE Command

```
8      William Wetherall
*TYPE 6 THRU 8
6      Robert Harrison
6.1    Marjorie Dickerson
6.2    James Newbold
6.3    Dorothy Urquart
6.4    Faith Jaspersen
8      William Wetherall
```

Example 3

Using the single-line form of the REPLACE command, moves to the buffer HEADING and replaces the first line with new text. Verifies the new text with the TYPE command.

(These are the contents of the buffer HEADING.)

```
1      DATE:  July 8, 1988
2      TO:      Sam Hill
3      FROM:    John Archer
```

(The REPLACE command is entered from the MAIN buffer.)

```
*REPLACE =HEADING 1;DATE:  August 20, 1988
1 line deleted
```

```
2      TO:      Sam Hill
```

```
*TYPE 1
1      DATE:  August 20, 1988
```

Related Commands

- Keypad — REPLACE
- Nokeypad — R (replace)

RESEQUENCE Command

Format

RESEQUENCE [=buffer] [range] [/SEQUENCE[:initial[:increment]]]

Description

The RESEQUENCE command assigns new EDT line numbers to the lines of the current buffer or the specified buffer. If you use the buffer specifier without a range specifier, EDT renumbers the entire buffer. If a range is given, the lines within that range must be contiguous.

When RESEQUENCE is used without the /SEQUENCE qualifier, EDT uses the value 1 for both of the /SEQUENCE specifiers — **initial** and **increment**. You get the same results if you use RESEQUENCE /SEQUENCE with no initial and increment specifiers. You can omit the /SEQUENCE qualifier and its specifiers only when you are renumbering an entire buffer or when the line specified by **range** has a number less than or equal to 1.

After EDT renumbers your text, it prints the number of lines that have been resequenced. This number reflects the actual number of lines that EDT had to resequence in order to avoid duplicating or overlapping line numbers.

Examples

Example 1

All three commands resequence the entire current buffer, using default increment and initial values of :1:1.

```
*RESEQUENCE
*RESEQUENCE /SEQUENCE
*RESEQUENCE /SEQUENCE:1:1
```

Example 2

Resequences all of buffer BUFF3, using the default values :1:1.

```
*RESEQUENCE =BUFF3
```

Example 3

Resequences the entire current buffer, starting with an initial line number of 100 and using increments of 10.

```
*RESEQUENCE /SEQUENCE:100:10
```

Example 4

Moves to the buffer LIST and resequences it, starting at line 5. Assigns the initial value of 10 to line 5 and then increments the successive line numbers by 10.

```
*RESEQUENCE =LIST 5 THRU END /SEQUENCE:10:10
```


EDT Line Commands RESEQUENCE Command

Related Commands

None.

/SAVE Qualifier

Format

/SAVE

Description

The **/SAVE** qualifier instructs EDT to save a copy of the journal file in the current directory. The journal file contains a record of all the keystrokes you have made during the current EDT session.

/SAVE is used with the line-mode commands **EXIT** and **QUIT**. When a normal exit is made from EDT, whether by means of **EXIT** or **QUIT**, EDT discards the journal file. The **/SAVE** qualifier causes the journal file to be saved in your current directory. The journal file is automatically saved whenever your editing session ends abnormally.

All EDT qualifiers must be preceded by slashes.

Examples

Example 1

Exits from EDT, saving a copy of the MAIN buffer as well as the journal file.

```
*EXIT /SAVE
```

Example 2

Exits from EDT, saving a copy of the MAIN buffer in a file called NEWLIST.DAT. The journal file is called LIST.JOU.

```
$ EDIT /EDT LIST.DAT  
.  
.  
.  
*EXIT NEWLIST.DAT /SAVE
```

Example 3

Exits from EDT without saving a copy of the MAIN buffer. Only the journal file is saved.

```
*QUIT /SAVE
```

/SEQUENCE Qualifier

Format

/SEQUENCE[:initial[:increment]]

Description

The /SEQUENCE qualifier is used with the line-mode commands EXIT, RESEQUENCE, and WRITE. Using the /SEQUENCE qualifier enables you to renumber the EDT line numbers for a block of lines. With the EXIT and WRITE commands, the /SEQUENCE qualifier causes sequence numbers to be written to the external file created by those commands.

With the RESEQUENCE command, the **initial** specifier is the line number you want assigned to the first line of the specified buffer or range. The default value for **initial** is 1. The **increment** specifier refers to the spacing you want between the numbers in the new sequence. The default value for **increment** is also 1. You must include the **initial** specifier if you want to use increment.

When you use the /SEQUENCE qualifier with EXIT or WRITE, the default values for **initial** and **increment** are different. The default values are the current EDT line numbers for the block of lines being copied to the external file. However, line numbers with decimal fractions cannot be stored in a sequenced file, so EDT must adjust any decimal line numbers to be whole numbers when you use the /SEQUENCE qualifier with no specifiers.

All EDT qualifiers must be preceded by slashes.

Examples

Example 1

All of these RESEQUENCE commands renumber the entire current buffer starting with 1 and incrementing by 1.

```
*RESEQUENCE  
*RESEQUENCE /SEQUENCE  
*RESEQUENCE /SEQUENCE:1:1
```

Example 2

Exits from EDT. The output file has sequence numbers that start at 100 and increase by 10.

```
*EXIT /SEQUENCE:100:10
```

Example 3

Writes a copy of lines 25 through the end of your current buffer to an external file called LIST.DAT. The file has sequence numbers starting at 10 for line 25 in the current buffer and incrementing by 5.

```
*WRITE LIST.DAT 25 THRU END /SEQUENCE:10:5
```

SET AUTOREPEAT Command

Format

SET AUTOREPEAT
SET NOAUTOREPEAT

Description

The SET AUTOREPEAT command enables EDT to use the DECARM VT100 control sequence to prevent keypad keys (including arrow keys) from repeating faster than EDT can update the screen. SET AUTOREPEAT is the default.

On some VT100-series terminals, SET AUTOREPEAT causes the arrow keys to repeat very slowly (approximately .5 second for each repeated use). With SET NOAUTOREPEAT, the arrow keys repeat faster because EDT does not use the DECARM control sequence. If EDT gets behind, it simply skips intermediate screen updates.

Occasionally, on the VT100 terminal with printer port (but not on the VT102, which has an integrated printer port), use of SET NOAUTOREPEAT causes the terminal to stop transmission. If this occurs, press the SET-UP key (located at the upper lefthand corner of the keyboard) twice to clear the keyboard buffer.

SET [NO]AUTOREPEAT has no effect on the keypad mode GOLD/repeat feature or on the SPECINS function. These operations are affected by SET [NO]REPEAT.

Example

Changes the default SET AUTOREPEAT setting to SET NOAUTOREPEAT.

*SET NOAUTOREPEAT

Related Commands

None.

SET CASE Command

Format

```
SET CASE NONE  
SET CASE LOWER  
SET CASE UPPER
```

Description

The SET CASE command is useful when you are reading text that has both uppercase and lowercase letters at a single-case terminal. The SET CASE command uses flags to distinguish lowercase letters from uppercase. If you use SET CASE UPPER, each uppercase letter in the original file is preceded by an apostrophe ('). When you specify SET CASE LOWER, each lowercase letter in the original file is marked by an apostrophe. The flags appear only when the text is displayed at a terminal under line mode. No permanent marks are placed in the text itself.

The default state for EDT is SET CASE NONE, meaning that no provisions are made for artificially distinguishing between upper- and lowercase letters.

Example

Assumes that you are working at a single-case terminal. Enters the SET CASE UPPER command to flag all letters that are actually uppercase in the original text.

USE THE SET CASE UPPER COMMAND WITH A SINGLE-CASE TERMINAL.

```
*SET CASE UPPER
```

'USE THE 'S'E'T 'C'A'S'E 'U'P'P'E'R COMMAND WITH A SINGLE-CASE TERMINAL.

Related Commands

None.

SET COMMAND Command

Format

SET COMMAND filespec

Description

The SET COMMAND command allows you to process additional startup command files at the beginning of your EDT session. The word COMMAND refers to the startup command file, as does the /COMMAND qualifier used in EDIT/EDT command lines. You can use the SET COMMAND command only in a startup command file.

The default startup command file that EDT looks for is a system-wide file located in the system library. The file specification is:

```
SYS$LIBRARY:EDTSYS.EDT
```

When you enter the system EDIT/EDT command, EDT first checks the command line to see whether you have included a command file specification. If EDT finds one, it processes that file. Otherwise, EDT looks for a system-wide startup command file to process. If no system-wide command file exists, EDT looks for a file named EDTINI.EDT in your default directory and processes that file. If you use the /NOCOMMAND qualifier in your EDIT/EDT command line or if EDT fails to find a startup command file, your session begins with the default settings for all parameters.

You must include at least the file name in the SET COMMAND command line. EDT is the default file type. If the specified file does not exist, EDT ignores the SET COMMAND command and continues to process any remaining commands in the current startup command file. Thus, you can have several SET COMMAND commands in the system startup command file, each branching to a different group or personal startup command file.

To bypass the default startup command file, either specify a different startup command file in the EDIT/EDT command line or use the /NOCOMMAND qualifier in the EDIT/EDT command line.

If you include the SHOW COMMAND command in a startup command file, the name of that file is displayed at your terminal when EDT reads the file.

Example

Shows the SET COMMAND entry in a system-wide startup command file, branching to the personal command file EDTEXPERT.EDT. Another SET COMMAND command at the end of the file transfers EDT to the EDTINI.EDT command file for users who do not have an EDTEXPERT.EDT command file in their default directories.

EDT Line Commands

SET COMMAND Command

```
DEFINE KEY GOLD S AS "S^@?'Find: '^@?' Substitute: '^@."
SET WRAP 65
```

```
SET COMMAND EDTEXPERT.EDT
DEFINE KEY GOLD L AS "SHL."
DEFINE KEY GOLD R AS "SHR."
```

```
SET COMMAND EDTINI.EDT
```

Related Commands

None.

SET CURSOR Command

Format

SET CURSOR top:bottom

Description

The SET CURSOR command controls the scrolling of the screen relative to the cursor position. SET CURSOR has no effect if you are using a screen terminal in line-mode.

The **top** specifier refers to the number of lines from the top of the screen to the cursor. As you move the cursor up toward the beginning of the buffer, EDT begins to scroll the screen display. Lines are added at the top of the screen when the cursor is the specified number of lines from the top. The **bottom** specifier refers to the number of lines from the cursor to the bottom of the screen. As you move the cursor down toward the end of the buffer, EDT begins to scroll the screen display. Lines are added at the end of the screen when the cursor is the specified number of lines from the bottom.

The default cursor settings are 7:14. When you move the cursor down to the 15th line on the screen, the first line on the screen disappears and the next line after the current bottom line appears at the bottom of the screen. Conversely, as you move the cursor up the screen, when it reaches the seventh line from the top, EDT begins scrolling down. Of course, scrolling stops when you are near the beginning or end of the buffer.

When using the SET CURSOR command, **top** must be a smaller number than **bottom**, and both must be less than or equal to the total number of screen lines.

The maximum number of lines on a screen is 22, designated 0 through 21 for the SET CURSOR command. The minimum value for the top specifier is 0 and the maximum number for the bottom specifier is 21.

You can use the SET LINES command to reduce the maximum number of lines visible on your screen.

Examples

Example 1

The cursor remains either one line from the top of the screen or from the bottom of the screen, depending on the scrolling direction.

```
*SET CURSOR 1:20
```

Example 2

The cursor remains one line on either side of the middle of the screen, depending on the scrolling direction.

```
*SET CURSOR 9:11
```


None.

SET ENTITY Command

Format

```
SET ENTITY WORD    "string"  
SET ENTITY SENTENCE "string"  
SET ENTITY PARAGRAPH "string"  
SET ENTITY PAGE    "string"
```

Description

The SET ENTITY command defines the delimiters that mark certain entity boundaries for EDT commands and functions. You can use the SET ENTITY command to redefine the boundaries for four screen-mode entities: WORD, SENTENCE, PARAGRAPH, and PAGE. Other entities, such as character and line, cannot be redefined.

The default delimiters for the four EDT entities that can be reset are:

WORD	<LF><VT><FF><CR>
SENTENCE	.?!
PARAGRAPH	<CR><CR>
PAGE	<FF>

A WORD is defined as any group of characters bounded by a space, horizontal tab (displayed by the EDT as if it were a group of spaces), a line feed, a vertical tab, a form feed, or a carriage return. A SENTENCE is defined as any group of characters bounded by a period, a question mark, or an exclamation point, each of which must be followed by at least one space or line terminator. A PARAGRAPH is defined as a group of characters bounded on either side by an empty line (two line terminators in succession — displayed by EDT as <CR><CR>). A PAGE is bounded by a form feed, top of buffer, or bottom of buffer.

In resetting delimiters, remember that the SET ENTITY command overwrites the default values. If you want to add delimiters to the existing ones, you must include all the original delimiters in your command string, not just the new ones you want to add. The delimiters you specify must be enclosed in quotation marks, single (') or double ("). If you want to include both kinds of quotation marks in your list of delimiters, double the kind that is used to enclose the list. The command SET ENTITY SENTENCE ".? " '!" has all the default sentence boundary characters plus both kinds of quotation marks.

The elements in the WORD and SENTENCE boundary list are single characters, each of which is a boundary by itself. You can have any number of different WORD and SENTENCE boundaries at the same time during your EDT session. Do not use spaces or any other characters to separate the individual boundary marks in the SET ENTITY WORD or SENTENCE command.

For PARAGRAPH and PAGE, you can only have a single boundary at any given time, but that boundary can be composed of several characters. For example, your PAGE boundary can be the word PAGE. If you use letters in your PARAGRAPH or PAGE boundary, EDT uses its current search parameters when locating the boundary string. Thus, if SET SEARCH EXACT is in effect and the PAGE boundary is **PAGE**, EDT will not recognize **page** as a page separator.

For SET ENTITY WORD, EDT considers all word boundaries, except spaces, to be word entities themselves unless SET WORD NODELIMITER is in effect.

Examples

Example 1

Sets the word entity to include all the default boundaries as well as braces, brackets, and parentheses.

```
*SET ENTITY WORD ' {}[]()<LF><VT><FF><CR>'
```

Example 2

Sets the sentence entity to be any string of characters ending with ., !, ?, ", ',), or] followed by at least one space or line terminator. Notice that the double quotation mark (") inside the boundary list is doubled.

```
*SET ENTITY SENTENCE ".!?'\""]")
```

Example 3

Sets the paragraph entity to be any group of lines separated by two empty lines.

```
*SET ENTITY PARAGRAPH "<CR><CR><CR>"
```

Example 4

Sets the page entity to be any text beginning with a RUNOFF level-one header.

```
*SET ENTITY PAGE '.HL1'
```

Related Commands

None.

SET FNF Command

Format

SET FNF
SET NOFNF

Description

The SET NOFNF command suppresses the message that appears when you use EDT to create a new file (FNF stands for File Not Found). Normally, when you call up EDT to create a file, you see this message:

Input file does not exist

This is the default state — SET FNF.

When you have the SET NOFNF command in an EDT startup command file, EDT does not display the "Input file does not exist" message at the start of your editing session. Note that SET NOFNF does not suppress the message "Input file does not have standard text file format."

Example

Shows the start of an EDT session in which the "Input" message is displayed and then shows a session in which the message has been suppressed by placing the SET NOFNF command in the startup command file.

```
$ EDIT /EDT JUL141989.RNO
Input file does not exist.
[EOB]
*
.
.
.
*EXIT
```

(Now put the SET NOFNF command in your startup command file.)

```
$ EDIT /EDT JUL141989.RNO
[EOB]
*
```

Related Commands

None.

SET HELP Command

Format

SET HELP [filespec]

Description

The SET HELP command enables you to access different HELP files for your EDT session. Since EDT allows users to modify the HELP file text or create new HELP files, you might have access to more than one HELP file. The SET HELP command enables you to use the HELP file that corresponds to your key definitions and EDT macros, even if that file is not the default HELP text for your site.

If you have key definitions and EDT macros that are documented in a revised HELP file, include the appropriate SET HELP command in your startup command file so that your HELP text will be consistent with your editing environment.

When you enter the SET HELP command without a file specification or when you enter SET HELP EDTHELP, EDT returns you to the default HELP file. The SHOW HELP command tells you the name of the current HELP file.

If you omit parts of the file specification in your SET HELP command, the following defaults will be supplied by the operating system:

Device Name	File Name	File Type
SYS\$HELP:	EDTHELP	.HLB

Examples

Example 1

Specifies EDT's default HELP file.

*SET HELP EDTHELP

Example 2

Specifies a different EDT HELP file.

*SET HELP DISK\$USER:[SMITH]XEDTHELP.HLB

Related Commands

None.

SET KEYPAD Command

Format

SET KEYPAD
SET NOKEYPAD

Description

The SET KEYPAD/NOKEYPAD command determines which screen mode EDT accesses from line mode. The default screen mode is keypad. When you begin an EDT session and enter the CHANGE command, your editing session is automatically shifted to keypad mode. If you enter the SET NOKEYPAD command and then the CHANGE command, you enter nokeypad mode.

If you have the SET MODE CHANGE command in your startup command file, EDT automatically starts your session in keypad mode. To have your EDT sessions start in nokeypad mode, you must include the SET NOKEYPAD command in the startup command file.

You can use the SET NOKEYPAD command with the keypad COMMAND function to shift directly to nokeypad editing from keypad mode. Conversely, when you are in nokeypad mode, you can enter the EXT SET KEYPAD command to shift directly to keypad editing.

Once you have entered a SET NOKEYPAD command, you can switch back and forth between line mode and nokeypad mode without having to reenter the SET NOKEYPAD command.

Examples

Example 1

Shifts from line mode to nokeypad mode at the start of an editing session.

```
$ EDIT /EDT LETTER.RNO  
*SET NOKEYPAD  
*CHANGE
```

Example 2

Shifts from line mode to keypad mode when SET NOKEYPAD is in effect.

```
*SET KEYPAD  
*CHANGE
```

Related Commands

None.

SET LINES Command

Format

SET LINES number

Description

The SET LINES command is used to limit the number of lines that EDT displays on the terminal screen at one time. The number specifier can be any integer from 1 to 22. The default value is the maximum: 22 lines per screen. This command has no effect on the number of lines moved by the keypad SECT function. SET LINES also has no effect in line mode.

If you reduce the number of lines on the screen, use the SET CURSOR command to adjust the cursor settings that tell EDT when to scroll the screen. If you set the number of lines small enough to invalidate the current SET CURSOR values, EDT adjusts the SET CURSOR values to make them valid. However, EDT does not change the SET CURSOR values when you increase the number of lines displayed per screen. Use the SHOW CURSOR command to see the current cursor settings.

The SET LINES command is useful if you are working at a terminal operating at a low data transmission rate. With fewer lines displayed on the screen, EDT requires less time to redraw the screen when you enter a command or keypad keystroke that significantly alters the screen image.

Example

Limits the screen display to eight lines. Checks the new cursor setting and then uses the SET CURSOR command to reset the scrolling lines to 2 and 6.

```
This is line 1.
This is line 2.
This is line 3.
This is line 4.
This is line 5.
This is line 6.
This is line 7.
This is line 8.
This is line 9.
This is line 10.
```

```

.
.
.
```

```
This is line 22.
```

GOLD + **PAGE
COMMAND**

Command: SET LINES 8

**ENTER
SUBS**

EDT Line Commands

SET LINES Command

This is line 1.
This is line 2.
This is line 3.
This is line 4.
This is line 5.
This is line 6.
This is line 7.
This is line 8.

*SHOW CURSOR

7:7

*SET CURSOR 2:6

Related Commands

None.

SET MODE Command

Format

SET MODE CHANGE
SET MODE LINE

Description

The SET MODE command establishes the initial mode of your EDT session. When SET MODE CHANGE is in an EDT startup command file, your editing session automatically starts off in change mode instead of line mode, which is the default.

The default change mode is keypad mode if the operating system informs EDT that you have either a VT100-series, VT-200-series, or VT52 terminal. If you are using some other kind of terminal, the default change mode is hardcopy change mode.

The SHOW MODE command shows the mode that was last set by a SET MODE command. The mode that SHOW MODE displays does not necessarily correspond to the current EDT mode, since you can use other commands to shift from one editing mode to another during your editing session.

Example

Shows an EDT session starting out in the default mode—line. Then shows the beginning of the same session if SET MODE CHANGE is in the startup command file.

```
$ EDIT /EDT LETTER.RNO
1          January 1, 1986
*
```

(After you put the SET MODE CHANGE command in the startup command file, reenter the EDIT /EDT command.)

```
$ EDIT /EDT LETTER.RNO

January 1, 1986
Mr. Jordan R. Kingsberry
.
.
.
[EOB]
```

Related Commands

None.

EDT Line Commands

SET NUMBERS Command

SET NUMBERS Command

Format

SET NUMBERS
SET NONUMBERS

Description

SET [NO]NUMBERS determines whether or not EDT displays its line numbers during line-mode editing. If you request SET NONUMBERS, EDT displays text in line mode, starting at the left margin of your screen or paper, without showing the EDT line numbers. To restore the default state, enter the SET NUMBERS command. EDT maintains its line numbering system even when SET NONUMBERS is in effect.

Example

The first TYPE command lists lines 3 through 5 with the EDT line numbers displayed. The second TYPE command lists the same lines when SET NONUMBERS is in effect.

```
*TYPE 3 THRU 5
```

```
3      Ms. Phyllis Davenport  
4      3587 Charter Lane  
5      Hartford, CT 06107
```

```
*SET NONUMBERS  
*TYPE 3 THRU 5
```

```
Ms. Phyllis Davenport  
3587 Charter Lane  
Hartford, CT 06107
```

Related Commands

None.

SET PARAGRAPH WPS Command

Format

SET PARAGRAPH WPS
SET PARAGRAPH NOWPS

Description

The default boundary limits for a paragraph in EDT are two line terminators in succession. When you use the paragraph entity to move the cursor in a change mode with EDT in the forward direction, EDT positions the cursor on the character immediately following the second line terminator of the paragraph boundary. SET PARAGRAPH NOWPS is the default.

The SET PARAGRAPH WPS command recognizes an empty line as the paragraph boundary, but does not leave the cursor at the next character after the empty line if that character is another line terminator. With SET PARAGRAPH WPS in effect, EDT looks for the first character, beyond the paragraph boundary, that is not a line terminator and moves the cursor there.

If EDT's direction is backward and SET PARAGRAPH WPS is in effect, EDT moves the cursor to the nearest character preceded by two line terminators in succession, providing that character is not a line terminator itself.

If you have changed the paragraph boundary with the SET ENTITY PARAGRAPH command and the new entity ends with a line terminator (<CR>), SET PARAGRAPH WPS will cause EDT to skip over any blank lines that might follow directly after the paragraph entity.

Example

Shows the cursor position when the PAR entity is used with the default SET PARAGRAPH NOWPS. Then shows the cursor position when SET PARAGRAPH WPS is in effect. The EDT direction is forward.

```
at any time since the last war.  
Later that day she was to regret her unkind remark.  
True, it had been unintentional, but she could tell
```

PAR

```
at any time since the last war.
```

```
Later that day she was to regret her unkind remark.  
True, it had been unintentional, but she could tell
```

(Move the cursor back to the a in at.)

EXT SET PARAGRAPH WPS

PAR

```
at any time since the last war.  
Later that day she was to regret her unkind remark.  
True, it had been unintentional, but she could tell
```

EDT Line Commands

SET PARAGRAPH WPS Command

Related Commands

None.

Format	Description
SET PARAGRAPH WPS	The SET PARAGRAPH WPS command sets the paragraph width in characters. The width is specified by a number from 1 to 100. The default width is 80 characters.
SET PARAGRAPH WPS 80	This command sets the paragraph width to 80 characters. The width is specified by a number from 1 to 100. The default width is 80 characters.
SET PARAGRAPH WPS 100	This command sets the paragraph width to 100 characters. The width is specified by a number from 1 to 100. The default width is 80 characters.
SET PARAGRAPH WPS 1	This command sets the paragraph width to 1 character. The width is specified by a number from 1 to 100. The default width is 80 characters.
SET PARAGRAPH WPS 50	This command sets the paragraph width to 50 characters. The width is specified by a number from 1 to 100. The default width is 80 characters.
SET PARAGRAPH WPS 60	This command sets the paragraph width to 60 characters. The width is specified by a number from 1 to 100. The default width is 80 characters.
SET PARAGRAPH WPS 70	This command sets the paragraph width to 70 characters. The width is specified by a number from 1 to 100. The default width is 80 characters.
SET PARAGRAPH WPS 90	This command sets the paragraph width to 90 characters. The width is specified by a number from 1 to 100. The default width is 80 characters.
SET PARAGRAPH WPS 110	This command sets the paragraph width to 110 characters. The width is specified by a number from 1 to 100. The default width is 80 characters.
SET PARAGRAPH WPS 120	This command sets the paragraph width to 120 characters. The width is specified by a number from 1 to 100. The default width is 80 characters.
SET PARAGRAPH WPS 130	This command sets the paragraph width to 130 characters. The width is specified by a number from 1 to 100. The default width is 80 characters.
SET PARAGRAPH WPS 140	This command sets the paragraph width to 140 characters. The width is specified by a number from 1 to 100. The default width is 80 characters.
SET PARAGRAPH WPS 150	This command sets the paragraph width to 150 characters. The width is specified by a number from 1 to 100. The default width is 80 characters.
SET PARAGRAPH WPS 160	This command sets the paragraph width to 160 characters. The width is specified by a number from 1 to 100. The default width is 80 characters.

SET PROMPT Command

Format

SET PROMPT prompt-type "string"

Description

The SET PROMPT command is used during EDT development to facilitate automatic testing of EDT. It allows redefinition of the prompt string that is displayed in line mode, in keypad mode, in nokeypad mode, in hardcopy change mode, in line mode when inserting, in line mode when inserting with NONUMBERS, and in line mode with the /QUERY qualifier.

Prompt types are as follows (they cannot be abbreviated):

LINE	KEYPAD	NOKEYPAD	HCCHANGE
INSERT	INSERTN	QUERY	

EDT's automatic testing facility uses SET PROMPT to add a unique, nonprinting character (CTRL/A) to the end of each prompt. The character signals the tester that EDT is ready for simulated user input.

Use of this command is not recommended. Note that, with SET PROMPT in effect, EDT will become confused if the new prompt string for the keypad or nokeypad prompt causes a net motion of the cursor. Also note that, if a <CR><LF> pair is not included in the new string for any prompt that has those characters in the default prompt, these characters will be inserted at the beginning of the new string. The insert prompt is modified if the line numbers near the point of insertion become large.

The default prompts are:

LINE:	<CR><LF>*	INSERT:	<CR><LF>xxxxxxxxxxxx
KEYPAD:		INSERTN:	<CR><LF>
NOKEYPAD:		QUERY:	<CR><LF>?
HCCHANGE:	<CR><LF>C*		

Examples

Example 1

Sets the line-mode prompt to an end of line followed by three exclamation points.

```
*SET PROMPT LINE "<CR><LF>!!!"
```

Example 2

Sets the keypad-mode prompt to a string containing one null character.

```
*SET PROMPT KEYPAD "^@"
```

Example 3

Sets the nokeypad-mode prompt to nothing.

```
*SET PROMPT NOKEYPAD ""
```

EDT Line Commands

SET PROMPT Command

Example 4

Sets the hardcopy change-mode prompt to an end of line followed by the word CHANGE.

```
*SET PROMPT HCCHANGE "<CR><LF>CHANGE"
```

Example 5

Sets the line-mode insert prompt to an end of line followed by a left brace.

```
*SET PROMPT INSERT "<CR><LF>{"
```

Example 6

When SET NONUMBERS is in effect, sets the line-mode insert prompt to an end of line followed by a plus sign.

```
*SET PROMPT INSERTN "<CR><LF>+"
```

Example 7

Sets the line-mode /QUERY prompt to an end of line followed by five question marks.

```
*SET PROMPT QUERY "<CR><LF>?????"
```

Related Commands

None.

SET QUIET Command

Format

SET QUIET
SET NOQUIET

Description

The SET QUIET command silences the terminal bell that ordinarily sounds whenever EDT displays an error message during a screen-mode editing session. Use SET NOQUIET, the default, to restore the bell sound.

SET [NO]QUIET has no effect on the nokeypad BELL command.

Example

Shows the SET QUIET command in a startup command file.

```
SET SEARCH EXACT  
SET QUIET  
SET MODE CHANGE
```

Related Commands

None.

EDT Line Commands

SET REPEAT Command

SET REPEAT Command

Format

SET REPEAT
SET NOREPEAT

Description

The SET NOREPEAT command disallows use of the GOLD repeat feature that enables you to repeat functions in keypad mode. The default is SET REPEAT, where pressing GOLD followed by a keyboard digit (or digits) causes the subsequent keypad function to be repeated as many times as the number entered. SET NOREPEAT also disallows the use of the SPECINS keypad function that enables you to insert any character from the DEC Multinational Character Set into your text by using its decimal equivalent value.

If you are accustomed to a word processing system, you might find the NOREPEAT option more convenient to use.

Example

Shows the SET NOREPEAT command in a startup command file.

```
SET PARAGRAPH WPS  
SET NOREPEAT  
SET MODE CHANGE
```

Related Commands

None.

SET SCREEN Command

Format

SET SCREEN width

Description

The SET SCREEN command allows you to change the maximum number of characters displayed on each screen line during your editing session. The width specifier can be either 80 or 132 for VT100-series terminals (including VT102s) with advanced video option (AVO) or 80 for VT52s and VT100s without AVO (including VT101s). SET SCREEN also affects the number of characters displayed on your paper if you are using a hardcopy terminal. For hardcopy terminals, the width specifier can take any value between 1 and 132.

Be sure not to specify a value for width that exceeds your terminal's capacity or exceeds 132. Otherwise, EDT becomes confused and cannot process your edits properly.

To see if your VT100-series terminal has AVO, press the SET-UP key at the top left corner of the keyboard. The word SET-UP is displayed in large letters at the top of the screen. If SET-UP flashes, your terminal has the advanced video option and can accommodate a SET SCREEN value of 80 or 132. Press the SET-UP key again to restore the previous screen display.

The SET SCREEN command does not cause EDT to wrap long lines in the screen modes. Enter the SET NOTRUNCATE command to show the ends of lines that exceed the screen width. Enter SET WRAP in keypad-mode to have EDT wrap lines of text as you insert them.

You must enter the SET WRAP command to change the line width for the keypad FILL function and the nokeypad FILL command because SET SCREEN can accept values only of 80 or 132 in screen modes. EDT uses the SET SCREEN value to determine the line length for filling text only if SET NOWRAP (the default) is in effect. If SET WRAP is in effect, EDT always uses the wrap value, regardless of the SET SCREEN width.

In line mode, EDT always wraps lines that are longer than the SET SCREEN width specifier.

EDT gets the initial screen width from the operating system or from commands either in your login file or an EDT startup command file. Remember that the only screen width possible for VT52 terminals is 80 characters. Using a width specifier of 132 on a VT52 causes confusing line wraps and truncations. If you try to use EDT on a VT52 and your working line length is greater than 80, enter QUIT to leave EDT and reset whatever is sending EDT that information. Then start your editing session over again. You can also use EDT's SET SCREEN 80 command at the beginning of your session. Enter the SHOW SCREEN command to determine the current screen width setting.

When a line exceeds the screen width in a screen mode, EDT indicates that there are additional characters on the line by placing a diamond (♦) in the last column. If the number of characters on your line equals the current screen width, you will see all of them. If you have one more character, you will see one less character than the screen width value. The last column will contain the diamond. In other words, if your screen width is 80 and you have exactly 80 characters in the line,

EDT Line Commands

SET SCREEN Command

all 80 characters will be visible. If you have 81 or more characters in your line, only the first 79 will be visible.

Example

Increases the screen width so that you can see the entire line.

This is a line of text that is longer than 80 characters, the screen default wi◆

GOLD + **PAGE
COMMAND**

Command: SET SCREEN 132

**ENTER
SUBS**

This is a line of text that is longer than 80 characters, the screen default width for my VT100.

Related Commands

None.

SET SEARCH Command

Format

```
SET SEARCH  GENERAL
            EXACT
            WPS
            CASE INSENSITIVE
            DIACRITICAL INSENSITIVE

SET SEARCH  BEGIN
            END

SET SEARCH  BOUNDED
            UNBOUNDED
```

Description

The SET SEARCH command influences how EDT locates strings during your editing sessions. All EDT commands that involve search strings, regardless of editing mode, are affected by the SET SEARCH parameters. The keypad-mode functions that use search strings are FIND, FNDNXT, and SUBS. In line mode, both substitute commands and all commands that use a string for the range specifier are affected by the SET SEARCH parameters. In nokeypad mode, SET SEARCH influences any command using either the string specifier or the string entity.

There are three groups of SET SEARCH parameters. The first deals with the case and diacritical marks of letters in the search string as compared with the string EDT finds in your text. The second deals with the cursor position after the string has been found. The third determines how much of the text buffer EDT looks at to find a matching string.

1. SET SEARCH {GENERAL | EXACT | WPS | CASE INSENSITIVE | DIACRITICAL INSENSITIVE} determines how EDT matches the case and diacritical marks of the letters in the search string with the letters in the text. When SET SEARCH GENERAL — the default — is in effect, EDT disregards both case and diacritical marks in performing a search. Thus, *FUR*, *FÜR*, *Fur*, *Für*, *fur*, and *für* all match the search string *fur*.

With SET SEARCH EXACT, the case and diacritical mark of each letter in the search string must exactly match the case and diacritical mark of each corresponding letter in the string that EDT locates. If the search string is *angel*, EDT ignores *ANGEL*, *Angel* or *angél* in the text.

SET SEARCH WPS requires that only uppercase letters in the search string match uppercase letters in the text. The search string *The* matches *THE*, *The*, *ThE*, or *ThE*, but not *the* or *tHE*.

SET SEARCH CASE INSENSITIVE matches diacritical marks exactly, but disregards the case of the letters. The words *Eon* and *eon* match the search string *EON*; *Eón* and *eón* do not. Conversely, SET SEARCH DIACRITICAL INSENSITIVE matches the case of letters exactly, but ignores any diacritical marks EDT might encounter. The words *piece* and *pi`ece* match the search string *piece*; *Piece* and *Pi`ece* do not.

EDT Line Commands

SET SEARCH Command

2. SET SEARCH (BEGIN | END) determines where the cursor stops after EDT finds the search string when you are working in a screen mode. SET SEARCH BEGIN, the default, positions the cursor at the first character in the found string. With SET SEARCH END, the cursor stops at the character immediately to the right of the last character in the string. This parameter has no effect in line mode.
3. SET SEARCH (BOUNDED | UNBOUNDED) determines how much of the text EDT searches through when trying to find a string. With SET SEARCH UNBOUNDED, the default, EDT starts its search at the current cursor position or current line and continues to search until it either finds the string or reaches the end of the buffer. If the current direction is forward, EDT stops at the bottom of the buffer. If the current direction is backward, the search stops at the top of the buffer.

When SET SEARCH BOUNDED is in effect, EDT stops the search when it either finds the string or reaches a page boundary marker. The default page marker is the form feed (<FF>). To insert form feeds in your text, simply press CTRL/L at the appropriate locations. If you have entered the SET ENTITY PAGE command to establish a different page marker, EDT stops at that boundary marker when the search parameter is BOUNDED. If there are no page boundary markers in your buffer, SET SEARCH BOUNDED has the same effect as SET SEARCH UNBOUNDED.

Enter the SHOW SEARCH command to have EDT display the current search parameters.

Examples

Example 1

Shows EDT printing different lines, depending on the case of letters in the search string, first with SET SEARCH EXACT and then with SET SEARCH WPS.

```
1      EDT's screen-modes use CUT and PASTE to delete, move,  
2      and copy text. Cutting the text removes it from its  
3      original location and puts it in a separate buffer.  
4      Enter PASTE to put a copy of the cut text in a new  
5      location.
```

```
*SET SEARCH EXACT  
*TYPE ALL "CUT"
```

```
1      EDT's screen-modes use CUT and PASTE to delete, move,  
*TYPE ALL "cut"  
4      Enter PASTE to put a copy of the cut text in a new
```

```
*SET SEARCH WPS  
*TYPE ALL "Cut"
```

```
1      EDT's screen-modes use CUT and PASTE to delete, move,  
2      and copy text. Cutting the text removes it from its
```


EDT Line Commands

SET SEARCH Command

Example 2

Shows the cursor located on the character after the search string in screen-mode (nokeypad in this case).

```
Maynard, MA 01754
```

```
EXT SET SEARCH END
```

```
EXT TYPE "01754"
```

```
Maynard, MA 01754_
```

Example 3

Stops EDT from looking for the string after line 254. Therefore, EDT prints the message "String was not found".

```
254      After the long trip home, he needed some rest.
```

```
255      <FF>
```

```
256      The next afternoon, Martha came to the house for tea.
```

```
*TYPE .
```

```
254      After the long trip home, he needed some rest.
```

```
*SET SEARCH BOUNDED
```

```
*TYPE "Martha"
```

```
String was not found
```

Related Commands

None.

EDT Line Commands

SET SUMMARY COMMAND

SET SUMMARY COMMAND

Format

```
SET SUMMARY
SET NOSUMMARY
```

Description

The SET NOSUMMARY command suppresses the summary information printed at the terminal when you enter the EXIT or WRITE command to copy text from your EDT session into an external file.

Normally, with the default state SET SUMMARY, EDT prints a line of information giving you the complete file specification and number of lines in the file that EDT has created as a result of your EXIT or WRITE command. With SET NOSUMMARY, only the appropriate prompt appears after the command has been processed.

Example

Shows the default summary information printed after the EXIT command. Then shows no summary information being supplied when SET NOSUMMARY is in effect.

```
*EXIT
DISK$USER:[SMITH.SUBCAT1]MEMO35.RNO;3 36 lines
$
$ EDIT /EDT MEMO35.RNO
.
.
.
*SET NOSUMMARY
*EXIT
$
```

Related Commands

None.

SET TAB Command

Format

SET TAB number
SET NOTAB

Description

The SET TAB command establishes the SET TAB value for various tabbing functions in all three editing modes. The default for this command is SET NOTAB. With SET NOTAB in effect, only the keypad-mode TAB (CTRL/H) function and the nokeypad TAB command have any effect on your text. The TAB key also works when you are in line mode to insert horizontal tab characters in your text. The remaining tabbing commands and functions do nothing unless you have entered the SET TAB command.

SET TAB activates EDT's tabbing facility, enabling you to format layered text such as outlines and indented computer programs. The following are keypad tabbing functions:

CTRL/A (tab compute)	CTRL/E (tab increment)
CTRL/D (tab decrement)	CTRL/T (tab adjust)

The following are corresponding nokeypad tabbing commands:

TC (tab compute)	TI (tab increment)
TD (tab decrement)	TADJ (tab adjust)

SET TAB also activates the line-mode TAB ADJUST command.

The SET TAB value establishes the working value for the tabbing facility. The tab compute, decrement, and increment functions use the SET TAB value to determine the number of tab stops for EDT to indent a line. The tab adjust functions enable you to indent blocks of text.

The SET TAB command sets only the first tab stop on the line. The rest of the tab stops on the line remain at the default setting.

Example

After setting the SET TAB value to 5, uses the TAB key to indent the line 5 columns.

```
PLASTIC RINGS
39 TC076 No. 46 Plastic Rings .03
```

GOLD + **PAGE
COMMAND**

Command: SET TAB 5

**ENTER
SUBS**

TAB

```
PLASTIC RINGS
  39 TC076 No. 46 Plastic Rings .03
```

EDT Line Commands SET TAB Command

Related Commands

None.

SET TERMINAL Command

Format

```
SET TERMINAL  HCPY
               VT100
               VT52

SET TERMINAL  SCROLL
               NOSCROLL

SET TERMINAL  EIGHTBIT
               NOEIGHTBIT

SET TERMINAL  EDIT
               NOEDIT
```

Description

With the SET TERMINAL command, you can correct or change EDT's assumptions about the type of terminal you are using. Generally, EDT is able to get all the information it needs to know about your terminal from the operating system. However, in some instances the data it receives is incorrect. At other times, you might want to change one or more of the settings for some special purpose.

Note that, you must *not* enter a SET TERMINAL {VT100 | VT52 | HCPY} command from a screen mode. You can enter the other SET TERMINAL commands from any mode (for example, SET TERMINAL NOSCROLL).

There are four terminal characteristics that you can reset:

basic terminal type:	HCPY, VT100, VT52
scrolling regions:	SCROLL, NOSCROLL
additional character display:	EIGHTBIT, NOEIGHTBIT
enhanced screen editing:	EDIT, NOEDIT

If EDT does not support your terminal for screen editing, the terminal should be set for HCPY (hardcopy). This setting allows you to use both line mode and hardcopy change mode, but not the screen modes.

The VT100 setting is for terminals belonging to the VT100 family. These terminals have reverse video display and 22 keypad keys. VT100-series terminals include VT101, VT102, VT125, VT131, and VT132 as well as terminals that have the LK201 keyboard and VT100 emulation.

The VT52 setting is for VT52 terminals. VT52 terminals have 19 keypad keys and do not have reverse video display.

The SCROLL option shows that your terminal has scrolling regions that EDT can use. This is the default for most VT100-series terminals.

If you do not have a VT100-series terminal, be sure that EDT has your terminal set to NOSCROLL. This is the default for VT52 terminals.

The EIGHTBIT option is for terminals that can display characters requiring eight bits for their representation. The 8-bit characters are those in the DEC Multinational Character Set with decimal values of 128 through 255. If your terminal has 8-bit character capacity, EDT can display the additional printing

EDT Line Commands

SET TERMINAL Command

characters on your screen in their proper graphic representation, for example, ñ for decimal value 241.

If your terminal cannot display the additional DEC Multinational Character Set characters, you need to use the NOEIGHTBIT option. On NOEIGHTBIT terminals, the characters from 128 through 225 are displayed using symbols inside angle brackets, for example, <A> for decimal 196. You need to use the keypad SPECINS function or the ASC command in either nokeypad or hardcopy change mode to insert these characters in your text.

The EDIT option is for terminals, such as the VT102, that have internal screen editing features. These features are IL (insert line), DL (delete line), the insert state of IRM (insertion-replacement mode), and DCH (delete character). If you have a VT102 or similar terminal and it is set to EDIT, EDT is able to use the terminal's internal screen editing features to enhance performance. Note that, terminals using the LK201 keyboard also have internal screen editing features. The NOEDIT option is for all terminals that do not have the VT102-series internal screen editing features.

The SET TERMINAL command can be used to turn off features that your terminal has, but it cannot be used to increase the capabilities of your terminal. For instance, if your terminal does not have internal editing capabilities, issuing the SET TERMINAL EDIT command merely confuses EDT and causes problems in your editing session.

Examples

Example 1

Changes a VT100 or VT52 terminal to the hardcopy setting.

```
*SET TERMINAL HCPY
*SHOW TERMINAL
Hardcopy noscroll noeightbit noedit
```

Example 2

Changes the EDIT/NOEDIT setting to accommodate a VT102 terminal.

```
*SET TERMINAL EDIT
*SHOW TERMINAL
VT100 scroll noeightbit edit
```

Related Commands

None.

SET TEXT Command

Format

```
SET TEXT END "string"
SET TEXT PAGE "string"
```

Description

The SET TEXT command allows you to personalize two items during the course of your EDT session. SET TEXT PAGE displays the string you supply for any form feed characters (<FF>) in the buffer. SET TEXT END causes EDT to display your string instead of the [EOB] (end of buffer) mark at the end of each EDT buffer. Once you exit from EDT, these strings are not part of the file.

You can put the SET TEXT END and SET TEXT PAGE commands in a startup command file or you can enter them during your editing session. They have no permanent effect on the text that you are editing.

The strings used for PAGE and END can contain any printing characters (but control characters and DELETE are not allowed). These strings can have several words, but cannot exceed a single line.

Example

Changes the characters that EDT displays for <FF> and [EOB].

```
<FF>
I will be in touch with you as soon as I have found a
source for the plastic tubing.
Sincerely yours,
.
.
.
[EOB]

EXT SET TEXT PAGE "PAGE BREAK HERE!"
EXT SET TEXT END "END OF LETTER, DID YOU REMEMBER THE CCs?"

PAGE BREAK HERE!
I will be in touch with you as soon as I have found a
source for the plastic tubing.
Sincerely yours,
.
.
.
END OF LETTER, DID YOU REMEMBER THE CCs?
```

Related Commands

None.

EDT Line Commands

SET TRUNCATE Command

SET TRUNCATE Command

Format

SET TRUNCATE
SET NOTRUNCATE

Description

The SET NOTRUNCATE command causes lines longer than the current screen width to wrap onto subsequent lines when you are working in a screen mode. The default screen width is the terminal width that the operating system reports to EDT at the start of your editing session. This width can be changed by the SET SCREEN command.

When you enter SET NOTRUNCATE, EDT marks the start of the wrapped portion of a line with a diamond followed by a space. (SET NOTRUNCATE has no effect when you are working in line-mode, thus no diamond appears on the screen or paper. In line-mode, EDT always wraps long lines.)

SET NOTRUNCATE uses only the screen-width value to determine where to break the line. It does not take word boundaries into consideration. Enter SET WRAP to break lines at word boundaries when you insert text in keypad-mode.

SET NOTRUNCATE has no effect on the text in your buffer, only on how that text is displayed on the screen. SET WRAP has a permanent effect on your text.

Example

Shows the difference between the text when SET TRUNCATE is in effect and again when SET NOTRUNCATE is in effect. The SET SCREEN width is 80.

We are now planning our new sales campaign for the fall. I want every sales rep♦
to become fully aware of all the products being marketed by our competition.

GOLD + **PAGE
COMMAND**

Command: SET NOTRUNCATE

**ENTER
SUBS**

We are now planning our new sales campaign for the fall. I want every sales rep
♦ resentative
to become fully aware of all the products being marketed by our competition.

Related Commands

None.

SET VERIFY Command

Format

```
SET VERIFY
SET NOVERIFY
```

Description

The SET VERIFY command instructs EDT to display at the terminal the commands in a startup command file or EDT macro as the commands are being processed. Under the default condition, SET NOVERIFY, EDT does not display the contents of the startup command file or macro.

Example

Shows the startup command file with SET VERIFY at the top. Then shows the start of your EDT session.

Suppose this is your startup command file:

```
SET VERIFY
FIND =TABLE
INCLUDE TABLE.MAC
FIND =MAIN
SET MODE CHANGE
```

Now start to edit a new file.

```
$ EDIT /EDT TABLE35.RNO
```

```
FIND =TABLE
INCLUDE TABLE.MAC
FIND =MAIN
SET MODE CHANGE
```

```
[EOB]
```

```
.
.
.
```

Input file does not exist

Related Commands

None.

EDT Line Commands

SET WORD DELIMITER Command

SET WORD DELIMITER Command

Format

SET WORD DELIMITER
SET WORD NODELIMITER

Description

The SET WORD NODELIMITER command changes the way EDT responds to word entity boundaries. Normally, EDT considers all word delimiters (except the space) to be words themselves when deleting words or when moving the cursor a word at a time. After you enter the SET WORD NODELIMITER command, EDT still uses the word delimiters to determine where words begin and end, but it does not treat these characters as separate words. SET WORD DELIMITER is the default.

Example

Shows the cursor moving to the line terminator when SET WORD DELIMITER is in effect. Then, using the same sample text, shows the cursor moving to the first character of the next line with SET WORD NODELIMITER in effect.

During the winter months, people who live in the northern
states like to travel to the south for vacations as well
as for business trips.

WORD CHNGCASE + WORD CHNGCASE

During the winter months, people who live in the northern
states like to travel to the south for vacations as well
as for business trips.

(Now, move the cursor back to the first **t** in **the northern** and repeat the example, with SET WORD NODELIMITER in effect.)

GOLD + PAGE COMMAND

Command: SET WORD NODELIMITER

ENTER SUBS

WORD CHNGCASE + WORD CHNGCASE

During the winter months, people who live in the northern
states like to travel to the south for vacations as well
as business trips.

Related Commands

None.

SET WRAP Command

Format

```
SET WRAP  number
SET NOWRAP
```

Description

The SET WRAP command causes lines of text to wrap when new text is being inserted into a buffer in keypad-mode. The command also determines the line length for the keypad FILL function and the line- and nokeypad-mode FILL commands. The number specifier tells EDT what the maximum line length should be for the inserted or filled text. SET NOWRAP is the default.

Two important things to remember about SET WRAP are (1) that it has no effect on text already in your buffer and (2) that it has no effect on text you insert in line or nokeypad mode.

When you are inserting text in keypad mode, SET WRAP always breaks the line at a space, line terminator, or other word boundary so no words are divided. If there are no spaces in the line, you can type up to 255 characters on a line and still have no wrapping take place, regardless of the SET WRAP value. If you are inserting characters in the middle of an existing line in such a way that no spaces are added, no break occurs, even if there are spaces elsewhere in the line.

SET WRAP has no effect on lines already in a buffer, but once set, it has a permanent effect on text inserted in keypad mode or text reformatted by a FILL function. When a wrap takes place, EDT considers the wrapped portion to be a separate line and numbers it accordingly. So, although *you* did not type a line terminator, one now exists at the spot where the wrap was made. The wrapped portion of the line has its own line number and maintains its separateness during your editing session and in any external files EDT creates from that text.

When you enter SET WRAP with FILL, the number specified for the SET WRAP command is used by EDT to determine the maximum line length. If SET NOWRAP is in effect, the line length for FILL is determined by the SET SCREEN value. However, SET WRAP overrides SET SCREEN.

In screen mode, the SET NOTRUNCATE command causes EDT to wrap all lines that exceed the current SET SCREEN setting. SET NOTRUNCATE breaks the line at the SET SCREEN width, regardless of word boundaries. NOTRUNCATE has no permanent effect on your text.

Examples

Example 1

Before entering keypad mode, sets the SET WRAP value to 40. EDT then wraps the text as you insert it.

```
*SET WRAP 40
*CHANGE
```

(Here is the line as you start to type it.)

As we type this line, we pause just befo_

EDT Line Commands

SET WRAP Command

(Here is the text as it appears when you finish.)

As we type this line, we pause just
before the 41st character position._

Example 2

Sets the SET WRAP value to 40 and then uses the FILL nokeypad command to reformat the text.

You can devise command procedures to simplify and
enhance your program development.

For example,
you can write a command procedure that will
compile, link, and run a specific
PL/I program.

```
EXT SET WRAP 40
```

```
FILL6L
```

You can devise command procedures to
simplify and enhance your program
development. For example, you can write
a command procedure that will compile,
link, and run a specific PL/I program.

-

Related Commands

None.

SHOW AUTOREPEAT Command

Format

SHOW AUTOREPEAT

Description

The SHOW AUTOREPEAT command indicates whether SET AUTOREPEAT or SET NOAUTOREPEAT is currently in effect. The default for EDT is generally AUTOREPEAT. Enter SET NOAUTOREPEAT to change the default if your terminal requires that setting.

Example

Prints the current autorepeat setting.

```
*SHOW AUTOREPEAT  
autorepeat
```

Related Commands

None.

SHOW BUFFER Command

Format

SHOW BUFFER

Description

The SHOW BUFFER command lists all accessible buffers currently in your EDT session. Inaccessible storage areas, such as the delete character, delete word, delete line, search, and substitute buffers, do not appear in the SHOW BUFFER list. EDT uses the buffer specifier in both line mode and nokeypad mode to create buffers.

When you enter the SHOW BUFFER command, EDT indicates the current buffer by preceding its name with an equal sign (=). EDT also lists the number of lines in each buffer. If the number of lines in the MAIN buffer is marked with an asterisk (*), it means that EDT has not read through the entire buffer and therefore is only aware of the number of lines shown. You can have EDT "read" the entire buffer by entering a command such as TYPE END.

Once a buffer has been created, it remains open for the remainder of the EDT session, unless it is deleted by the CLEAR command. The MAIN and PASTE buffers are automatically created by EDT at the start of every editing session. These buffers cannot be eliminated by the CLEAR command, although their contents can be deleted.

Example

Shows the current buffer status at the start of your EDT session when EDT has seen only the first line of the MAIN buffer. Then shows the buffer status after you have entered the TYPE command to move to the end of the buffer.

```
$ EDIT/EDT LETTER.RNO  
  
1      March 4, 1988  
  
*SHOW BUFFER  
  
=MAIN  1*      lines  
PASTE  No      lines  
  
*TYPE END  
  
[EOB]  
  
*SHOW BUFFER  
  
=MAIN  45      lines  
PASTE  No      lines
```

Related Commands

None.

SHOW CASE Command

Format

SHOW CASE

Description

The SHOW CASE command tells you which case, if any, has been established by the SET CASE command. The possible responses are upper, lower, or none. None is the default.

Example

Shows the current case setting.

```
*SHOW CASE  
None
```

Related Commands

None.

EDT Line Commands

SHOW COMMAND Command

SHOW COMMAND Command

Format

SHOW COMMAND

Description

The SHOW COMMAND command displays the name of the active startup command file. Include SHOW COMMAND in the startup command file to have EDT display the name of that file at the start of your EDT session.

When the SET COMMAND command appears in a startup command file, it causes EDT to look for another startup command file. You can include a SHOW COMMAND command in each startup command file so that you can see which files have been processed before you begin your editing session. If you enter the SHOW COMMAND command during your editing session, EDT displays nothing.

Example

In this example, each SHOW COMMAND command is in a separate startup command file. The file name that EDT prints appears as soon as EDT completes processing that startup command file.

(First startup command file)

```
.  
. .  
SET MODE CHANGE  
SHOW COMMAND  
SET COMMAND EDTEXPERT
```

(Second startup command file)

```
.  
. .  
DEFINE KEY GOLD E AS "EXT EXIT."  
SHOW COMMAND  
  
$ EDIT/EDT ACCTPROG.COB  
EDTSYS  
EDTEXPERT
```

Related Commands

None.

SHOW CURSOR Command

Format

SHOW CURSOR

Description

The SHOW CURSOR command displays the values set by the SET CURSOR command. The SET CURSOR command establishes the cursor positions at which scrolling of the screen image occurs. The default values are 7:14 — that is, the screen image scrolls up when the cursor is on the 15th line of the screen and you are moving forward. The screen image scrolls down when the cursor is on the 8th line of the screen and you are moving backward. (The SET CURSOR values for the 22 lines on the screen range from 0 to 21.)

Example

Shows the default cursor values. Then, after a new set has been established, shows the new values.

```
*SHOW CURSOR  
7:14
```

```
.  
. .  
. .
```

```
*SET CURSOR 2:20
```

```
.  
. .  
. .
```

```
*SHOW CURSOR  
2:20
```

Related Commands

None.

EDT Line Commands

SHOW ENTITY Command

SHOW ENTITY Command

Format

SHOW ENTITY WORD
SHOW ENTITY SENTENCE
SHOW ENTITY PARAGRAPH
SHOW ENTITY PAGE

Description

The SHOW ENTITY command lists the current delimiters that determine the boundaries of four entities: WORD, SENTENCE, PARAGRAPH, and PAGE. Enter the SET ENTITY command to change the boundaries for these entities.

Example

Shows the default boundary settings for each entity.

```
*SHOW ENTITY WORD
<LF><VT><FF><CR>

*SHOW ENTITY SENTENCE
.!?

*SHOW ENTITY PARAGRAPH
<CR><CR>

*SHOW ENTITY PAGE
<FF>
```

Related Commands

None.

SHOW FILES Command

Format

SHOW FILES

Description

The SHOW FILES command displays the current input file and output file for your EDT session. The input file is displayed exactly as you entered it on the EDIT/EDT command line. If you enter the /OUTPUT qualifier in the EDIT/EDT command line, SHOW FILES displays the output file exactly as you typed it. If you do not include an output file specification in the command line, SHOW FILES displays the same information for both the input file and the output file.

Examples

Example 1

Displays the input and output files when no output file is specified in the EDIT /EDT command line.

```
$ EDIT /EDT DATALIST.DAT
*SHOW FILES
Input File: DATALIST.DAT
Output File: DATALIST.DAT
```

Example 2

Displays the input and output files when the /OUTPUT qualifier has been entered.

```
$ EDIT /EDT /OUTPUT=SMITH.RNO LETTER.RNO
*SHOW FILES
Input File: LETTER.RNO
Output File: SMITH.RNO
```

Related Commands

None.

SHOW FNF Command

Format

SHOW FNF

Description

The SHOW FNF command indicates whether SET FNF or SET NOFNF is in effect (FNF stands for File Not Found). The default is SET FNF, meaning that the message "Input file does not exist" is displayed whenever you create a new file with EDT. Put the SET NOFNF command in your startup command file to suppress that message. SET NOFNF does not suppress the message "Input file does not have standard text file format."

Example

Shows the current FNF setting.

```
*SHOW FNF  
nofnf
```

Related Commands

None.

SHOW HELP Command

Format

SHOW HELP

Description

The SHOW HELP command tells you which EDT HELP file is currently available for your editing session. The default HELP file is

`SYS$COMMON:[SYSHLP]EDHELP.HLB`

If you or your site has created a customized HELP file and you are not sure which HELP file version is currently in use, you can enter the SHOW HELP command to find that information. Enter the SET HELP command to access a different HELP file.

Example

Shows the default system HELP file. After you enter a SET HELP command to access a different HELP file, shows the new current HELP file.

```
*SHOW HELP
```

```
Help file name: SYS$COMMON:[SYSHLP]EDTHELP.HLB;1
```

```
*SET HELP SYS$COMMON:[SYSHLP]MYEDTHELP.HLB
```

```
.
```

```
.
```

```
*SHOW HELP
```

```
Help file name: SYS$COMMON:[SYSHLP]MYEDTHELP.HLB;3
```

Related Commands

None.

SHOW KEY Command

Format

SHOW KEY [GOLD] keypad-key-number
SHOW KEY GOLD character
SHOW KEY [GOLD] CONTROL character
SHOW KEY [GOLD] DELETE
SHOW KEY [GOLD] FUNCTION key-number

Description

The SHOW KEY command displays the definition of any keys that have keypad editing functions. It shows you the definition for any key EDT has preset, such as the keypad keys and the preset control keys, as well as any key you have defined or redefined during your editing session. (Once you have redefined a preset key, SHOW KEY shows only the new definition.)

Because keypad mode function keys are defined in terms of nokeypad commands, the definition displayed for the SHOW KEY command uses the nokeypad command syntax. For example, when you ask for the definition of the CONTROL A key, EDT prints TC. in response.

All preset key definitions, except RESET and GOLD, end with a period. The period indicates that the operation is set into motion as soon as you press the key or key sequence. The RESET and GOLD function definitions are not nokeypad commands; they are special EDT keywords. For a keypad key to have the RESET function, it must be defined exactly as RESET with no period. The same is true for GOLD. Neither RESET nor GOLD can be part of a multicommand definition.

When using the SHOW KEY command, you must enter the words GOLD and CONTROL in your commands. If you are looking for the definition of the DELETE key, you must enter the word DELETE. To find the definition of a function key on the LK201 keyboard, enter the word FUNCTION.

When you want to find the definition for the BACKSPACE, LINEFEED or TAB key, you must use the key's CONTROL equivalent: CONTROL H for BACKSPACE, CONTROL J for LINEFEED, and CONTROL I for TAB. For terminals with LK201 keyboards, you need to use the FUNCTION numbers for the F12 and F13 keys: FUNCTION 24 and FUNCTION 25.

Keypad-key-number refers to EDT's numeric designations for the keypad keys. For example, the period key on the keypad is number 16, the ENTER key is number 21, and the down arrow key is number 13.

FUNCTION key refers to the additional keys on the LK201 keyboard that you can define. These include the six keys on the terminal's "editing" keypad, located above the arrow keys, as well as the keys on the function key row from F6 through F20. You cannot define keys F1 through F5 on the function key row. EDT uses its own numbers for these keys, ranging from FUNCTION 1 through FUNCTION 99, to encompass the special user define keys (UDKs) that are allowed on terminals with LK201 keyboards.

Examples

Example 1

Shows the default definition for the CTRL/N key sequence. Then shows the new definition after CTRL/N has been defined with the DEFINE KEY command.

```
*SHOW KEY CONTROL N  
No definition
```

```
*DEFINE KEY CONTROL N AS "'Nokeypad Command: '."
```

```
*SHOW KEY CONTROL N  
'Nokeypad Command: '.
```

Example 2

Shows the default definition for the 7 key on the keypad.

```
*SHOW KEY 7  
PAGETOP.
```

Example 3

Shows the default definition for the period (.) key on the keypad.

```
*SHOW KEY 16  
SEL.
```

Example 4

Shows the default definition for GOLD+. keypad key sequence.

```
*SHOW KEY GOLD 16  
RESET
```

Example 5

Shows the default definition for the CTRL/U key sequence.

```
*SHOW KEY CONTROL U  
DBL.
```

Example 6

Shows the default definition for the DELETE key.

```
*SHOW KEY DELETE  
D-C
```

Example 7

Shows the default definition for the GOLD key.

```
*SHOW KEY 20  
GOLD
```

Example 8

Shows the default definition for the Prev Screen key on the LK201 keyboard editing keypad.

```
*SHOW KEY FUNCTION 5  
(-16L).
```

Example 9

Shows the default definition for the F12 key on the LK201 function key row.

```
*SHOW KEY FUNCTION 24  
BL.
```

SHOW KEYPAD Command

Format

SHOW KEYPAD

Description

The SHOW KEYPAD command tells you which screen editing mode is in effect: KEYPAD or NOKEYPAD. Enter the SET [NO]KEYPAD command to reset your session to a different screen mode.

Example

Shows the current screen mode setting from line mode when SET NOKEYPAD is in effect.

```
*SHOW KEYPAD  
nokeypad
```

Related Commands

None.

EDT Line Commands

SHOW LINES Command

SHOW LINES Command

Format

SHOW LINES

Description

The SHOW LINES command tells you the number of lines that EDT is displaying on the screen at one time. The default (and maximum) number is 22. Rather than count the number of lines being displayed, you can enter SHOW LINES. The SET LINES command resets the number of lines per screen. The number of lines ranges from 1 to 22. The SET CURSOR command resets the cursor positions that activate the scrolling mechanism.

Example

Shows the default setting for LINES. Then shows the new value after SET LINES 10 is in effect.

```
*SHOW LINES
22
*SET LINES 10
.
.
.
*SHOW LINES
10
```

Related Commands

None.

SHOW MODE Command

Format

SHOW MODE

Description

The SHOW MODE command tells you which SET MODE command was most recently issued. The response does not necessarily correspond to your current editing mode if you have entered the line-mode CHANGE command, the nokeypad EX command, or the keypad CTRL/Z function to shift editing modes.

Example

Shows that SET MODE CHANGE was the most recent SET MODE command.

GOLD + **PAGE
COMMAND**

Command: SHOW MODE

**ENTER
SUBS**

Change

Related Commands

None.

EDT Line Commands

SHOW NUMBERS Command

SHOW NUMBERS Command

Format

SHOW NUMBERS

Description

The SHOW NUMBERS command tells you if the EDT line numbers are being displayed in line mode. When SET NONUMBERS is in effect, EDT does not display the line numbers in line mode. Your text begins at the left margin of your screen or paper. However, even when you have entered SET NONUMBERS, EDT continues to keep track of the EDT line numbers. Thus, you can still use them in line-mode range specifiers. The default is SET NUMBERS.

Example

Shows that SET NONUMBERS is in effect.

```
*SHOW NUMBERS
nonumbers
```

Related Commands

None.

SHOW PARAGRAPH Command

Format

SHOW PARAGRAPH

Description

The SHOW PARAGRAPH command tells you whether SET PARAGRAPH WPS or SET PARAGRAPH NOWPS is currently in effect for your editing session. SET PARAGRAPH NOWPS is the default. SET PARAGRAPH WPS causes EDT to position the cursor on the first character, after the default paragraph boundary, that is not a line terminator.

Example

Shows that SET PARAGRAPH NOWPS is in effect.

```
*SHOW PARAGRAPH  
nowps
```

Related Commands

None.

SHOW PROMPT Command

Format

SHOW PROMPT prompt-type

Description

The SHOW PROMPT command tells you which prompt settings are currently in effect. The SET PROMPT commands are used with EDT's testing facility to signal that EDT is ready for simulated user input.

The prompt types are as follows (they cannot be abbreviated):

LINE	KEYPAD	NOKEYPAD	HCCHANGE
INSERT	INSERTN	QUERY	

Example

Shows all the default SET PROMPT settings.

```
*SHOW PROMPT LINE
<CR><LF>*

*SHOW PROMPT KEYPAD

*SHOW PROMPT NOKEYPAD

*SHOW PROMPT HCCHANGE
<CR><LF>*

*SHOW PROMPT INSERT
<CR><LF>!_____!

*SHOW PROMPT INSERTN
<CR><LF>

*SHOW PROMPT QUERY
<CR><LF>?
```

Related Commands

None.

SHOW QUIET Command

Format

SHOW QUIET

Description

The SHOW QUIET command tells you whether the bell, which sounds when EDT returns an error message in screen mode, has been turned off. With SET QUIET in effect, the terminal bell does not sound when EDT issues an error message in one of the screen modes. SET NOQUIET is the default. SET QUIET has no effect on the nokeypad BELL command.

Example

Shows the default setting. Then shows the new setting after SET QUIET is in effect.

```
*SHOW QUIET
noquiet
*SET QUIET
.
.
.
*SHOW QUIET
quiet
```

Related Commands

None.

SHOW REPEAT Command

Format

SHOW REPEAT

Description

The SHOW REPEAT command lets you know whether you can use the GOLD repeat feature and the SPECINS function in keypad mode. SET REPEAT is the default. With SET NOREPEAT, you cannot use GOLD and a digit to repeat a keypad mode function nor can you use the SPECINS function.

Example

Shows the current REPEAT setting.

```
*SHOW REPEAT  
repeat
```

Related Commands

None.

SHOW SCREEN Command

Format

SHOW SCREEN

Description

The SHOW SCREEN command displays the current screen width setting. The default screen width is the terminal's width as determined by the operating system. For VT100-series terminals and VT52s, the default width is usually 80. VT52 terminals and VT100-series terminals without advanced video option (AVO) cannot accommodate screen widths greater than 80 characters. The only valid screen width settings for screen mode editing are 80 and 132. Line mode can use a screen width value from 1 to 132. Enter the SET SCREEN command to change the screen width.

Example

Shows the current screen width. Then shows the new screen width after SET SCREEN 132 is in effect.

```
*SHOW SCREEN  
80
```

```
*SET SCREEN 132
```

```
.  
. .  
. .
```

```
*SHOW SCREEN  
132
```

Related Commands

None.

SHOW SEARCH Command

Format

SHOW SEARCH

Description

The **SHOW SEARCH** command tells you the current search parameters EDT uses to locate strings in your text. There are three sets of parameters: (1) those that deal with the case or diacritical marks of letters, (2) those that determine the position of the cursor after the search is completed, and (3) those that determine what portion of the buffer EDT will search to find the string.

The first set of parameters consists of **GENERAL** (the default), **EXACT**, **WPS**, **CASE INSENSITIVE (CI)**, and **DIACRITICAL INSENSITIVE (DI)**. **GENERAL** means that EDT ignores case differences and diacritical marks in searching for strings. **EXACT** means that all case differences and diacritical marks are considered when matching the search string. **WPS** means that the case of uppercase letters must be matched exactly when locating search strings. With **CASE INSENSITIVE**, case is ignored, but diacritical marks are not. Conversely, with **DIACRITICAL INSENSITIVE**, diacritical marks are ignored but case differences are not.

The second set of parameters, **BEGIN** and **END**, determines the new cursor position after EDT locates the string in a screen mode. **BEGIN**, the default, puts the cursor on the first character of the string. **END** puts the cursor on the character to the right of the last string character.

The third set of parameters is **BOUNDED** or **UNBOUNDED**. **UNBOUNDED**, the default, means that EDT searches from the current cursor position to the top or bottom of the buffer, depending on the direction of the search. **BOUNDED** limits the search from the current cursor position to the next **PAGE** boundary mark that EDT encounters in the current direction. If there are no **PAGE** markers in your text, the effect of **BOUNDED** and **UNBOUNDED** is the same. The default **PAGE** marker is the form feed (<FF> — CTRL/L). Enter the **SET ENTITY PAGE** command to change the **PAGE** boundary marker.

The search parameters are used in keypad mode with the **FIND**, **FNDNXT**, and **SUBS** functions. In nokeypad mode, the search parameters are used with the string entity, the string specifier, and the substitute commands. Line mode uses search parameters with substitute operations as well as with the string range specifier.

Example

Shows the default search settings. Then shows the new settings after **SET SEARCH EXACT** and **SET SEARCH END** are in effect.

```
*SHOW SEARCH
general begin unbounded
```


EDT Line Commands SHOW SEARCH Command

```
*SET SEARCH EXACT
*SET SEARCH END
.
.
*SHOW SEARCH
exact end unbounded
```

Related Commands

None.

SHOW SUMMARY Command

Format

SHOW SUMMARY

Description

The SHOW SUMMARY command tells you whether the SET SUMMARY feature is in effect for your editing session. If the SET NOSUMMARY command has been entered, EDT does not display the summary file information after processing either an EXIT or WRITE command. SET SUMMARY is the default.

Example

Uses the SET NOSUMMARY command to change the default. Then shows the current SUMMARY setting. Finally, shows the effects of SET NOSUMMARY when you enter the EXIT command.

```
*SET NOSUMMARY
.
.
.
*SHOW SUMMARY
nosummary
.
.
.
*EXIT
$
```

Related Commands

None.

SHOW TAB Command

Format

SHOW TAB

Description

The SHOW TAB command tells you the current SET TAB value (or size) as well as the current tab indentation level count. If no tab value is currently in use, EDT prints *notab* in response to the SHOW TAB command. NOTAB is the default. Enter the SET TAB command to establish a tab value.

In order for the following commands and functions to have any effect on your text, you must establish a SET TAB value:

Keypad		Nokeypad	Line Mode
CTRL/A	(tab compute)	TC	
CTRL/D	(tab decrement)	TD	
CTRL/E	(tab increment)	TI	
CTRL/T	(tab adjust)	TADJ	TAB ADJUST

The tab level count displayed by the SHOW TAB command is not affected by any of the following:

- The *n* specifier in the line-mode TAB ADJUST command
- A count specifier with the nokeypad TADJ command
- A repeat count used with the keypad CTRL/T function

Examples

Example 1

Shows the default TAB setting.

```
*SHOW TAB
notab
```

Example 2

Shows the TAB setting after SET TAB 10 is in effect.

```
*SET TAB 10
.
.
.
*SHOW TAB
tab size 10; tab level 1
```

EDT Line Commands

SHOW TAB Command

Example 3

Sets the SET TAB value to 5 and shifts to keypad mode. Then uses CTRL/A to reset the tab level count. Shows the new tab size and tab level.

*SET TAB 5

*CHANGE

GOLD + **@** + **2** + **)** + **0** + **→**

CTRL/A

GOLD + **PAGE**
COMMAND

Command: SHOW TAB

ENTER
SUBS

tab size 5; tab level 4

Related Commands

None.

SHOW TERMINAL Command

Format

SHOW TERMINAL

Description

The SHOW TERMINAL command shows the terminal settings that are currently in effect for your editing session. Normally, EDT receives the terminal settings from the operating system when you start your editing session. You can enter the SET TERMINAL command to change these default settings if EDT is receiving incorrect or insufficient information about the terminal you are using.

There are four groups of terminal settings. The first group indicates the terminal type: VT100, VT52, HCPY (hardcopy). The second group refers to scrolling regions in your terminal: SCROLL, NOSCROLL. The third group refers to the number of bits that your terminal uses to represent an individual character: EIGHTBIT, NOEIGHTBIT. The fourth group refers to internal editing features built into the terminal: EDIT, NOEDIT.

Example

Shows terminal settings for a variety of terminals.

General VT100-series terminal with advanced video option

```
*SHOW TERMINAL
VT100 scroll noeightbit noedit
```

VT52 terminal

```
*SHOW TERMINAL
VT52 noscroll noeightbit noedit
```

Hardcopy terminal or terminal not supported for screen mode editing

```
*SHOW TERMINAL
Hardcopy noscroll noeightbit noedit
```

VT102 terminal

```
*SHOW TERMINAL
VT100 scroll noeightbit edit
```

Related Commands

None.

SHOW TEXT Command

Format

SHOW TEXT END
SHOW TEXT PAGE

Description

The SHOW TEXT command tells you what text EDT is currently displaying for the <FF> page mark or the [EOB] (end of buffer) mark. Enter the SET TEXT PAGE and SET TEXT END commands to customize these messages. Neither the SET TEXT END command nor the SET TEXT PAGE command has any effect on the text you are editing.

Example

Shows the new text that EDT will display in place of <FF> page mark or the [EOB] (end of buffer) mark after you have entered the SET TEXT commands.

```
*SET TEXT END "No more lines in this buffer."  
*SET TEXT PAGE "Oh no, not another page!"
```

```
.  
.  
.  
*SHOW TEXT END  
No more lines in this buffer.  
.  
.  
.  
*SHOW TEXT PAGE  
Oh no, not another page!
```

Related Commands

None.

SHOW TRUNCATE Command

Format

SHOW TRUNCATE

Description

The SHOW TRUNCATE command tells you whether SET TRUNCATE or SET NOTRUNCATE is currently in effect for your editing session. The default is SET TRUNCATE. In screen editing, NOTRUNCATE causes EDT to display the portion of a line that exceeds the current screen width on the next line. SET NOTRUNCATE does not add line terminators to your text. Enter SET WRAP to add line terminators to your text when inserting text in keypad mode or filling text in all three editing modes. Lines exceeding the current SET SCREEN width are always wrapped in line mode.

Example

Shows that SET NOTRUNCATE is currently in effect.

```
*SHOW TRUNCATE  
nottruncate
```

Related Commands

None.

SHOW VERIFY Command

Format

SHOW VERIFY

Description

The SHOW VERIFY command tells you whether SET VERIFY or SET NOVERIFY is currently in effect for your editing session. If SET VERIFY is in effect, EDT displays the commands in the startup command file or EDT macro as they are being processed. SET NOVERIFY is the default.

Example

Shows that the default NOVERIFY is in effect.

```
*SHOW VERIFY  
noverify
```

Related Commands

None.

SHOW VERSION Command

Format

SHOW VERSION

Description

The SHOW VERSION command displays the version of EDT that is being used by your operating system. The command also displays EDT's copyright notice. There is no way for you to reset the version of EDT currently available on your system from within EDT. (EDT has no SET VERSION command.) However, this information is useful when reporting EDT problems.

The version syntax is as follows:

support version.update-edit patch

Support is a letter that indicates the support status of the version of EDT that you are using. The possible letters are:

- B Benchmark configuration; no support
- D Demonstration configuration; no support
- S Special customer configuration; negotiated support
- T Field test version; not supported after field test ends
- V Released version; full support
- X Experimental version; no support.

Version is the version number. If it does not match the number on the title page of this manual, the book does not apply to your version of EDT.

Update represents an update to the base version. The update involves minor changes to the documentation. Check to be sure that this number is the same as that given in the front of this manual.

Edit represents a minor change to EDT that has no documentation impact.

Patch is an optional letter, which represents a minor change to EDT with no documentation impact. The change has been applied by means of a binary patch.

When you fill out a Software Performance Report (SPR) for EDT, be sure to include the full version number that EDT displays when you enter the SHOW VERSION command. Use the space provided on the SPR form to enter the version number.

Example

Explains the meaning of the version number.

```
*SHOW VERSION
V3.00-1          COPYRIGHT (c) DIGITAL EQUIPMENT CORPORATION 1983
```

This is a fully supported released version. The version number is 3. The 00 indicates that this version has no updates. The 1 in the edit position indicates a minor change that has no impact on the documentation. No patch letter is present.

EDT Line Commands

SHOW VERSION Command

Related Commands

None.

SHOW VERSION Command

Power

Show Version

Description

The SHOW VERSION command displays the version information for the current software. The output includes the software version, the hardware version, and the date of the last update. The command is used to verify the software version and to ensure that the software is up-to-date. The command is also used to troubleshoot problems that may be related to the software version.

The command is used as follows:

```
SHOW VERSION
```

The output of the command is as follows:

```
Software Version: 1.0.0
Hardware Version: 1.0.0
Last Update: 2023-01-01
```

The command is used to verify the software version and to ensure that the software is up-to-date. The command is also used to troubleshoot problems that may be related to the software version.

Example

The following example shows the output of the SHOW VERSION command:

```
SHOW VERSION
Software Version: 1.0.0
Hardware Version: 1.0.0
Last Update: 2023-01-01
```

The output of the command is as follows:

```
Software Version: 1.0.0
Hardware Version: 1.0.0
Last Update: 2023-01-01
```

SHOW WORD Command

Format

SHOW WORD

Description

The SHOW WORD command tells you how EDT is interpreting word boundaries when you use the word entity in keypad or nokeypad mode. When NODELIMITER is in effect, EDT does not consider word delimiters, such as line terminators and horizontal tabs, to be words themselves. (The space word boundary is always considered to be part of a word, never a separate word.) The default is SET WORD DELIMITER.

Example

Shows that SET WORD NODELIMITER is currently in effect.

```
*SHOW WORD  
nodelimiter
```

Related Commands

None.

SHOW WRAP Command

Format

SHOW WRAP

Description

The SHOW WRAP command tells you if a SET WRAP command is in effect and, if so, what the SET WRAP value is. SET WRAP has two functions: it causes EDT to wrap lines when you are inserting text in keypad mode, and it sets the right margin for all three EDT FILL functions. SET WRAP always overrides the current SET SCREEN width in determining the line length for FILL functions.

In the screen modes, SET NOTRUNCATE wraps lines that are already in your buffer for display purposes only; it has no effect on the text.

Examples

Example 1

Shows that the default NOWRAP setting is in effect.

```
*SHOW WRAP  
nowrap
```

Example 2

Shows that SET WRAP 50 is currently in effect.

```
*SHOW WRAP  
50
```

Related Commands

None.

/STAY QUALIFIER

Format

/STAY

Description

The /STAY qualifier is used with the line-mode TYPE command. All EDT qualifiers must be preceded by a slash. /STAY keeps the EDT pointer at its current position, regardless of which lines have just been displayed by the TYPE command.

Examples

Example 1

Shows that EDT remains on line 35 even after displaying lines 2 through 4.

```

35      whenever you are ready to send me the information,
*TYPE 2 THRU 4 /STAY
2      August 17, 1988
3
4      Dr. Hugo Arndt
*TYPE .
35      whenever you are ready to send me the information,
```

Example 2

Displays the contents of the PASTE buffer while still in the MAIN buffer.

```

*TYPE =PASTE /STAY
1      whether or not you have made your decision.
2      But, of course, we would welcome your joining
[EOB]
*TYPE .
284    the details of our current business plan.
```

Related Commands

None.

string specifier

Format

"string"
'string'
/string-1/string-2/

Description

The string specifier is generally used either to locate characters in a buffer or to replace the located characters. When a string specifier is used to locate a piece of text, it is referred to as the search string. All three editing modes use search strings. Generally a search string must be enclosed in quotation marks [single (') or double (")] to distinguish it from other characters in the command line.

When strings are used in EDT substitute commands, they are generally referred to as string-1 or string-2. String-1 is always a search string. EDT must locate that string and then replace it with string-2, the substitute string. Strings in substitute commands must be surrounded by delimiters to separate them from the other characters in the command line. A variety of nonalphanumeric characters can be used as delimiters as long as the delimiter does not appear in either string-1 or string-2. (In line mode you cannot use the percent sign (%) or the underscore (_) as string delimiters.) All delimiters used in a single substitute command line must be identical.

Whenever you enter a search string, EDT overwrites the contents of the search buffer. Similarly, when you enter a substitute string, EDT overwrites the contents of the substitute buffer.

The search and substitute buffers cannot be edited or entered. Their names never appear in the SHOW BUFFER list. You can use the nokeypad CLSS (clear search string) command to delete the contents of the search buffer.

EDT has a number of ways to perform searches. See the discussion of the SET SEARCH command for information about the EDT search parameters.

Examples

Example 1

Deletes the line containing the string **afternoon**.

```
*DELETE "afternoon"
```

Example 2

Displays the line containing the string **January**.

```
*TYPE "January"
```

Example 3

Finds the next occurrence of the string **line** and replaces it with the string **keypad**.

```
*SUBSTITUTE NEXT/line/keypad/
```


Related Commands

None.

SUBSTITUTE Command

Format

```
SUBSTITUTE/[string-1]/string-2/ [=buffer] [range]  
[/BRIEF[:n]] [/QUERY]  
[/NOTYPE]
```

Description

The SUBSTITUTE command replaces string-1 with string-2 everywhere in the specified range. If no range is given, the substitution is made on the first occurrence of the string in the current line. You must reenter the SUBSTITUTE command or enter the SUBSTITUTE NEXT command to change subsequent occurrences.

String-1 and string-2 must be surrounded by delimiters. You can enter any nonalphanumeric character as a delimiter [except the percent sign (%) and the underscore (_)], provided that the character does not appear in either string-1 or string-2. The three delimiters must be identical. Notice that the delimiters are not optional.

The SUBSTITUTE command displays the lines in which substitutions were made and a message indicating the number of substitutions. If EDT is unable to process the command, it prints the message "No substitutions."

The SUBSTITUTE command can take several specifiers and qualifiers. The range specifier tells EDT to make as many substitutions as there are occurrences of string-1 in the range. If your range covers only one line but there are two occurrences of string-1 in that line, both substitutions are made. Without the range specifier, only the first substitution would be made.

You can also perform substitutions in other buffers. If you do not use a range specifier following the buffer name, all occurrences of string-1 in the specified buffer are found and replaced with string-2. EDT leaves you in the specified buffer. You must enter another command to return to your original buffer.

You do not have to include both string-1 and string-2 in your SUBSTITUTE command, but you must include at least one of them. If you omit string-1, EDT always uses the current search string. If you omit string-2, EDT always deletes string-1 and inserts nothing. If you enter a string for range, EDT considers that to be the current search string if string-1 is omitted. The following samples show what happens:

This is file A.	SUBSTITUTE/file/buffer/	This is buffer A.
This is file B.	SUBSTITUTE///	String cannot be null
This is file C.	SUBSTITUTE/file//	This is C.
This is file D.	SUBSTITUTE//buffer/	This is buffer D.
This is file E.	SUBSTITUTE//buffer/ "e."	This is file buffer

The /BRIEF qualifier limits the number of characters displayed for each line in which a substitution is made. The default value for the *n* specifier is 10. By using the *n* specifier, you can have more or fewer than 10 characters displayed. When the /BRIEF qualifier is not used, the entire line is printed, unless the /NOTYPE qualifier is in effect.

EDT Line Commands SUBSTITUTE Command

The /QUERY qualifier prints the line containing string-1 before the substitution is made. EDT then prompts you with the question mark (?) to let you decide whether to make the substitution in that line or go on to the next occurrence of string-1. Type one of these four responses to the question mark prompt: Y (YES), N (NO), A (ALL), or Q (QUIT).

When you enter the /NOTYPE qualifier, EDT does not display the lines after making the substitutions. However, EDT does print the message that tells you how many substitutions were made.

Note

The slashes preceding the qualifiers /BRIEF, /QUERY, and /NOTYPE are signals to EDT, not delimiters. Only the slash can indicate that the following letters refer to a qualifier.

Examples

Example 1

Replaces the first occurrence of **this editor** with **EDT** on the current line.

```
95      with this editor.  This editor can also
*SUBSTITUTE/this editor/EDT/
95      with EDT.  This editor can also
1 substitution
```

Example 2

Replaces both occurrences of **this editor** with **EDT** on the current line.

```
95      with this editor.  This editor can also
*SUBSTITUTE/this editor/EDT/ 95
95      with EDT.  EDT can also
2 substitutions
```

(Note that **SUBSTITUTE/this editor/EDT/ .** produces the same results.)

Example 3

Replaces all occurrences of **April 19** with **May 16** in lines 15 through 30.

```
15      The meeting is scheduled for
16      April 19, 1988 at 7:00 p.m. at the Campus Inn.
.
.
29      All programmers planning to attend the April 19th
30      meeting should contact Marsha Lambert as soon as
*SUBSTITUTE/April 19/May 16/ 15 THRU 30
16      May 16, 1988 at 7:00 p.m. at the Campus Inn.
29      All programmers planning to attend the May 16th
2 substitutions
```

EDT Line Commands

SUBSTITUTE Command

Example 4

Replaces **2B** with **1C** for the entire buffer, but uses the **/QUERY** qualifier to let you decide individually which instances to replace. Note that the delimiter character is the exclamation point (!).

1	John Hershey	2A
2	Max Greenstein	2B
3	Jennifer Grogan	2B
4	Larry Sadler	2B
5	Quincy Marcus	2A
6	Shirley Green	2A
7	Thomas Orlovsky	2B
8	Theodore Rossmann	2B
9	Marion Andrews	2B

*SUBSTITUTE!2B!1C! WHOLE /QUERY

2	Max Greenstein	2B
?Y		
2	Max Greenstein	1C
3	Jennifer Grogan	2B
?N		
4	Larry Sadler	2B
?Y		
4	Larry Sadler	1C
7	Thomas Orlovsky	2B
?N		
8	Theodore Rossmann	2B
?A		
8	Theodore Rossmann	1C
9	Marion Andrews	1C

4 substitutions

Example 5

Replaces **PICTURE** with **PIC** on lines 21 through 23. Only the number of substitutions made appears, not the altered lines. Enter the **TYPE** command to verify the change.

21	00120	01	STUDENT-CARD	
22	00121	05	STUDENT-NAME	PICTURE IS A(20)
23	00122	05	SOC-SEC-NO	PICTURE IS 9(9)

*SUBSTITUTE+PICTURE+PIC+ 21 THRU 23 /NOTYPE

2 substitutions

*TYPE 22 THRU 23

22	00121	05	STUDENT-NAME	PIC IS A(20)
23	00122	05	SOC-SEC-NO	PIC IS 9(9)

Example 6

Replaces the string **125 State** with the string **1001 Main**. Displays only the first 20 characters on the line after the substitution is made.

15	125 State Street, North Adams, Massachusetts
----	--

*SUBSTITUTE'125 State'1001 Main' /BRIEF:20

15	1001 Main Street, No
----	----------------------

1 substitution

EDT Line Commands SUBSTITUTE Command

Related Commands

- Keypad — SUBS
- Nokeypad — S (substitute)

SUBSTITUTE NEXT Command

Format

[SUBSTITUTE] NEXT[/[string-1]/string-2/]

Description

The SUBSTITUTE NEXT command causes EDT to search for the next occurrence of string-1 and replace it with string-2. The SUBSTITUTE NEXT command takes neither a buffer specifier nor a range specifier. It can perform only one substitution at a time. Hence, EDT never prints the number of substitutions for the command. If EDT cannot find string-1, it stops at the *end* of the buffer. No message is printed.

Since the word SUBSTITUTE is optional in the SUBSTITUTE NEXT command, this command is sometimes referred to simply as the NEXT command. If you do include SUBSTITUTE or its abbreviation — S — in your command line, be sure to put a space before the word NEXT or its abbreviation — N.

The string-1 and string-2 specifiers must be surrounded by delimiters. You can use any nonalphanumeric character as a delimiter [except the percent sign (%) and the underscore (_)], provided that the character does not appear in either string-1 or string-2. The three delimiters must be identical.

The string-1 or string-2 specifier can sometimes be omitted from the SUBSTITUTE NEXT command. If you omit string-1, EDT always uses the current search string. If you omit string-2 but supply string-1, EDT deletes the search string from the text and replaces it with nothing. If you supply neither string-1 nor string-2 *and* do not include the delimiters, EDT uses the current search string for string-1 and the current substitute string for string-2. If you omit both strings but include the delimiters, EDT displays an error message.

The following samples show what happens when you omit one or both string specifiers:

This is file A.	SUBSTITUTE NEXT/file/buffer/	This is buffer A.
This is file B.	SUBSTITUTE NEXT///	Search string cannot be null
This is file C.	SUBSTITUTE NEXT/file//	This is C.
This is file D.	SUBSTITUTE NEXT//buffer/	This is buffer D.
This is file E.	SUBSTITUTE NEXT	This is buffer E.

Examples

Example 1

Moves to line 6 to replace **formula** with **FORmula**.

```
5      FORTRAN gets its name from the two words
6      formula and translation.
```

*SUBSTITUTE NEXT/formula/FORmula/

```
6      FORmula and translation.
```


EDT Line Commands

SUBSTITUTE NEXT Command

Example 2

Enter **SUBSTITUTE** to replace **84** with **88** on line 12. Then enter **SUBSTITUTE NEXT** without any strings to make the substitution on line 13.

```
12      January 1, 1984
13      May 30, 1984
```

```
*SUBSTITUTE/84/88/ 12
```

```
12      January 1, 1988
1 substitution
```

```
*SUBSTITUTE NEXT
```

```
13      May 30, 1988
```

Example 3

Replaces the **VT52** with the **VT100** on line 59. Then using the same search string, replaces it with a **VT100**.

```
58      EDT is optimized for use on a high-speed
59      terminal with a keypad, such as the VT52.
60      You can use the VT52 keypad both as a
61      numerical keypad and as an editing keypad.
```

```
*SUBSTITUTE NEXT/the VT52/the VT100/
```

```
59      terminal with a keypad, such as the VT100.
```

```
*SUBSTITUTE NEXT//a VT100/
```

```
60      You can use a VT100 keypad both as a
```

Example 4

Replaces the string **input-output** with the string **I/O**. Uses the colon as the delimiter character.

```
37      Computer terminals are input-output devices.
```

```
*SUBSTITUTE NEXT:input-output:I/O:
```

```
37      Computer terminals are I/O devices.
```

Related Commands

- Keypad — SUBS
- Nokeypad — SN (substitute next)

TAB ADJUST Command

Format

TAB ADJUST [-]n [=buffer] [range]

Description

The TAB ADJUST command enables you to indent whole lines to format outlines, indent computer programs, or create other types of layered text. In order for the command to work, you must establish a SET TAB value for your editing session. (The default is SET NOTAB.) The TAB ADJUST command cannot be used to arrange text into columns.

The *n* specifier is the multiple that EDT applies to the SET TAB value to determine how far to indent the lines. For example, if your SET TAB value is 5, you must use an *n* specifier of 3 to indent a line 15 columns. The lines of text are always moved to the right unless you use a minus sign before the *n* specifier. The minus sign enables you to move indented text back toward the left margin. Notice that the *n* specifier is *not* optional. You must include a value of 1 to indent the text one tab stop.

When you specify a range, EDT indents every line specified by the range. If you include a buffer specifier with no range, the entire buffer is indented. When you omit both the buffer and range specifiers, EDT assumes that you have an active select range. Enter the keypad SELECT function or the nokeypad SEL command to establish a select range. The select range can contain only whole lines.

To determine the current SET TAB value, enter the SHOW TAB command. The level count displayed by the SHOW TAB command is not affected by the TAB ADJUST *n* specifier. The level count is affected only by the tab compute, tab decrement, and tab increment functions in the keypad and nokeypad modes.

To see the results of the TAB ADJUST command as you are working on the text, enter the SET NONUMBERS command. With SET NUMBERS in effect, the EDT line numbers interfere with the indentation display.

Example

Establishes a SET TAB value of 3 and issues the SET NONUMBERS command. Then indents lines 2 through 5 so that each line moves one tab stop farther over than the line above. Finally, moves lines 4 and 5 to the left to change the format.

EDT Line Commands

TAB ADJUST Command

```
1      This is the first line.  
2      This is the second line.  
3      This is the third line.  
4      This is the fourth line.  
5      This is the fifth line.
```

```
*SET TAB 3  
*SET NONUMBERS  
*TAB ADJUST 1 2  
*TAB ADJUST 2 3  
*TAB ADJUST 3 4  
*TAB ADJUST 4 5  
*TYPE WHOLE
```

```
This is the first line.  
    This is the second line.  
        This is the third line.  
            This is the fourth line.  
                This is the fifth line.
```

```
*TAB ADJUST -2 4  
*TAB ADJUST -4 5  
*TYPE WHOLE
```

```
This is the first line.  
    This is the second line.  
        This is the third line.  
            This is the fourth line.  
                This is the fifth line.
```

Related Commands

- Keypad — CTRL/T
- Nokeypad — TADJ (tab adjust)

TYPE Command

Format

TYPE [=buffer] [range] [/BRIEF[:n]] [/STAY]

Description

The TYPE command is used to display lines of text at your terminal. If you omit both the buffer and range specifiers, EDT prints the current line. You can use the range specifier to print one or more lines anywhere in the current or specified buffer. If you use the buffer specifier without a range specifier, EDT moves to the named buffer and prints all its lines. (Press CTRL/C if you want to stop EDT from printing all the lines in a long buffer.) When you include the buffer specifier, EDT moves to the named buffer and remains there unless you enter the /STAY qualifier.

The /BRIEF qualifier signals EDT to display only part of each line. If you omit the *n* specifier, EDT prints the first 10 characters (the default). Enter the *n* specifier to have EDT print more or less than 10 characters per line.

The /STAY qualifier instructs EDT to leave its pointer at the current line rather than relocate it at the first line of the buffer or range being displayed. Even if the lines being printed are in another buffer, the /STAY qualifier maintains EDT's position as it was before you entered the TYPE command. Thus, you can display the contents of another buffer without having EDT transfer you to that buffer.

The line-mode <null> command is similar to TYPE, but it has no command word and cannot take any qualifiers.

Examples

Example 1

Displays the current line.

```
5      All classes begin at 8:30 a.m., unless otherwise
6      noted. Please be prompt. Course material has
7      been designed so that it fills the entire scheduled
8      time. Breakfast will be provided, so no need to
9      stop for a cup of coffee on the way to class.
```

*TYPE

```
5      All classes begin at 8:30 a.m., unless otherwise
```

Example 2

Using the same text as in Example 1, displays lines 6 through 8.

*TYPE 6 THRU 8

```
6      noted. Please be prompt. Course material has
7      been designed so that it fills the entire scheduled
8      time. Breakfast will be provided, so no need to
```


Example 3

Using the same text as in Example 1, displays only the first five characters of line 9.

```
*TYPE 9 /BRIEF:5
      9      stop
```

Example 4

Using the same text as in Example 1, displays line 5, but the current line does not change.

```
*TYPE 5 /STAY
      5      All classes begin at 8:30 a.m., unless otherwise
*TYPE
      9      stop for a cup of coffee on the way to class.
```

Example 5

Moves to the PASTE buffer and displays every line.

```
*TYPE =PASTE
      1      for the meeting. When you are ready to put
      2      together an agenda, contact the Sales Manager
[EOB]
```

Example 6

Returns to the MAIN buffer and displays lines 5 through 9.

```
*TYPE =MAIN 5 THRU 9
      5      All classes begin at 8:30 a.m., unless otherwise
      6      noted. Please be prompt. Course material has
      7      been designed so that it fills the entire scheduled
      8      time. Breakfast will be provided, so no need to
      9      stop for a cup of coffee on the way to class.
```

Related Commands

- No keypad — “move”

WRITE Command

Format

WRITE file-spec [=buffer] [range] [/SEQUENCE[:initial[:increment]]]

Description

The WRITE command copies text from an EDT buffer to an external file. The WRITE command has no effect on the buffer you are editing or on the contents of any buffer in your EDT session. When you omit both the buffer and range specifiers from your WRITE command, EDT copies the entire contents of the current buffer to the external file. If you use the buffer specifier with no range, EDT copies the entire contents of the named buffer. When you enter a WRITE command with a buffer specifier, EDT does *not* move to the named buffer. You are still in the same buffer from which you entered the WRITE command.

The /SEQUENCE qualifier instructs EDT to put sequence numbers in the external file for use in subsequent editing sessions. The sequence numbers used with the WRITE command are not part of the text of the external file (as is the case with the PRINT command). However, these sequence numbers become EDT line numbers when the file is edited with EDT. (The sequence numbers are ignored if you enter the INCLUDE command to add the file to an EDT session already in progress.) Enter the RESEQUENCE command to renumber your text when you are working in EDT.

The WRITE command assigns EDT's default file attributes to the file it creates.

Examples

Example 1

Copies the entire current buffer to the file DATA.DAT.

```
*WRITE DATA.DAT
```

Example 2

Copies lines 9 through 87 in the current buffer to the file LETTER1.RNO.

```
*WRITE LETTER1.RNO 9 THRU 87
```

Example 3

Copies the entire buffer REVED11125 to the file MEMO11125.RNO.

```
*WRITE MEMO11125.MEM =REVED11125
```

Example 4

Copies lines 123 through the end in the buffer YESNOFIXD to the file YESNO.BAS.

```
*WRITE YESNO.BAS =YESNOFIXD 123 THRU END
```

Example 5

Copies the entire current buffer to the file OVER.DAT. Assigns sequence numbers to the external file. The numbers begin with 10 and increment by 5.

```
*WRITE OVER.DAT /SEQUENCE:10:5
```


EDT Line Commands WRITE Command

Related Commands

None.

EDITING COMMANDS
WRITE COMMAND

PRINT COMMANDS

2-1

Part IV—EDT Nokeypad Commands

Part IV contains descriptions of the EDT nokeypad commands, qualifiers, and specifiers. Each command, qualifier, and specifier is displayed in alphabetical order at the top of the page.

Part IV-EDT Notepad Con Menus

When you click on the EDT Notepad icon in the EDT menu, the EDT Notepad window will open. The EDT Notepad window will contain the EDT Notepad menu.

Table 3 lists each EDT nokeypad-mode command and gives a brief description of its function.

Table EDT-3 EDT Nokeypad-Mode Commands Listed by Function

Nokeypad Command	Function
ADV (ADVANCE)	Sets direction forward
APPEND	Deletes specified entity from buffer and adds it to the end of another specified buffer
ASC (ASCII)	Inserts a special character into text
BACK (BACKUP)	Sets direction backward
BELL	Causes terminal bell to sound when command is processed
CHGC (CHANGE CASE)	Changes case of letters to opposite case
CHGL (CHANGE CASE LOWER)	Changes uppercase letters to lowercase
CHGU (CHANGE CASE UPPER)	Changes lowercase letters to uppercase
^ (CIRCUMFLEX)	Inserts ASCII control characters
CLSS (CLEAR SEARCH STRING)	Clears search string in buffer
CTRL/C (CONTROL C)	Interrupts operations
CTRL/Z (CONTROL Z)	Exits from insert state
CUT	Removes specified entity from the text buffer and stores it in another specified buffer
D (DELETE)	Removes specified entity from current buffer
DATE	Inserts current date
DEFK (DEFINE KEY)	Defines a keypad function key or key sequence
DESEL (DEACTIVATE SELECT)	Cancels a select range
DLWC (DEFAULT LOWERCASE)	Changes uppercase letters to lowercase wherever the cursor is moved
DMOV (DEFAULT MOVE)	Returns editing session to default state
DOWN ARROW	Moves cursor down one line
DUPC (DEFAULT UPPERCASE)	Changes lowercase letters to uppercase wherever the cursor is moved
EX (EXIT TO LINE MODE)	Changes editing session from nokeypad to line mode
EXT (EXTEND)	Enables use of line-mode commands while in nokeypad mode
FILL	Fills a selected range of lines
HELP	Defines a different key or sequence as HELP function
I (INSERT)	Inserts new text into buffer
KS (KED SUBSTITUTE)	Modifies position of cursor
LEFT ARROW	Moves cursor one character to left
"MOVE"	Moves cursor within current buffer

(continued on next page)

Table EDT-3 (Cont.) EDT Nokeypad-Mode Commands Listed by Function

Nokeypad Command	Function
PASTE	Copies contents of any buffer into the current buffer
QUIT	Ends editing session without saving edits
R (REPLACE)	Combines delete and insert functions
REF (REFRESH)	Clears and redraws the screen
RIGHT ARROW	Moves cursor one character to right
S (SUBSTITUTE)	Finds next occurrence of string, deletes it, and replaces it with another string
SEL (SELECT)	Marks current cursor position as one end of a select range
SHL (SHIFT LEFT)	Moves buffer text eight characters to left
SHR (SHIFT RIGHT)	Moves buffer text eight characters to right
SN (SUBSTITUTE NEXT)	Uses contents of search buffer as search string
SSEL (SEARCH AND SELECT)	Finds a string and designates it as a select range
TAB	Moves text to right
TADJ (TAB ADJUST)	Indents lines of text
TC (TAB COMPUTE)	Sets indentation level count
TD (TAB DECREMENT)	Decreases indentation level count
TGSEL (TOGGLE SELECT)	Combines SEL and DESEL commands
TI (TAB INCREMENT)	Increases indentation level count
TOP	Moves cursor to top of screen
UNDC (UNDELETE CHARACTER)	Inserts contents of delete character buffer into text to left of cursor
UNDL (UNDELETE LINE)	Inserts contents of delete line buffer into text to left of cursor
UNDW (UNDELETE WORD)	Inserts contents of delete word buffer into text to left of cursor
UP ARROW	Moves cursor up one line
XLATE	Passes information back to calling program

ADV (Advance) Command

Format

ADV

Description

The ADV (advance) command sets the direction for subsequent editing work to forward (to the right of the cursor and down toward the end of the buffer).

When ADV is in effect, you can move backward for a single command by preceding that command with a minus sign (-).

ADV can be used with a search string to ensure that the direction of the search is forward. In this case, ADV follows the quoted string ("New Jersey"ADV). The current direction is now forward.

If a keypad key whose definition starts with the ADV command is used to process a prompt, the function of that key is also performed. For example, if you have defined a key to be ADV BR., when you press that key to send the search string to EDT in response to the *Search for:* prompt, EDT not only processes the search but also the rest of the ADV BR. definition, thus moving the cursor to the top of the buffer.

ADV is the default and remains in effect until you enter the BACK command.

Example

Sets the direction to forward. Moves the cursor to the period in **Md.** and deletes the period. Uses the minus sign to reverse direction for the CHGCC command.

```
Mr. John H. Jones  
Digital Equipment Corporation  
6707 Whitestone Road  
Baltimore, Md. 21207
```

```
ADV  
"Md."  
2C  
DC  
-CHGCC
```

```
Mr. John H. Jones  
Digital Equipment Corporation  
6707 Whitestone Road  
Baltimore, MD 21207
```

Related Commands

- Keypad — ADVANCE

APPEND Command

Format

[+|-][count] **APPEND**[+|-][count]entity[=buffer]

Description

The APPEND command deletes the specified entity from the current buffer and adds it to the end of either the PASTE buffer (the default) or the specified buffer. The previous contents of the PASTE or the specified buffer remain in that buffer; nothing is deleted. The appended entity is inserted below the text that is already in the buffer.

Example

Alphabetizes the list of names using CUT, APPEND, and PASTE.

```
Joe Spitzer  
Trudi Schutz  
Becky Santerre  
Kathy Waldbauer
```

CUTL

(Move the cursor to the **T** in **Trudi**.)

APPENDL

(Move the cursor to the **J** in **Joe**.)

PASTE

```
Becky Santerre  
Trudi Schutz  
Joe Spitzer  
Kathy Waldbauer
```

Related Commands

- Keypad — APPEND

ASC (ASCII) Command

Format

[number]ASC

Description

The ASC (ASCII) command causes EDT to insert a special character into the text. The inserted character corresponds to the decimal equivalent *number* specified with the ASC command. EDT inserts the character to the left of the cursor. You must use a separate ASC command for each different character you want to insert.

If you do not supply the number specifier with the ASC command, EDT inserts the null character — ^@ (decimal value 00). The number specifier can range from 0 to 255.

In order to use a count specifier with the ASC command, you must enclose the decimal number and the ASC command word in parentheses, for example, 5(12ASC).

The ASC command is most useful when you need to add control and other “nonprinting” characters to your text. You can use the Circumflex command (^) to insert ASCII control characters (decimal value 0 through 31) in both text and EDT command lines.

Example

Inserts three bell control characters (CTRL/G) at the end of a line.

```
Today is Halloween!_
```

```
3(7ASC)
```

```
Today is Halloween!^G^G^G_
```

Related Commands

- Keypad — SPECINS

BACK (Backup) Command

Format

BACK

Description

The BACK command sets the direction for subsequent editing work to backward (to the left of the cursor and up toward the beginning of the buffer).

After entering the BACK command, you can move forward for a single command by preceding that command with a plus sign (+).

You can use BACK with a search string to set the direction of the search to backward. In this case, BACK follows the quoted string ("New Jersey"BACK). The current direction is now backward.

If a keypad key whose definition starts with the BACK command is used to process a prompt, the function of that key is also performed. For example, if you have defined a key to be BACK BR., when you press that key to send the search string to EDT in response to the *Search for:* prompt, EDT not only processes the search but also the rest of the BACK BR. definition, thus moving the cursor to the top of the buffer.

To change EDT's direction to forward, use the ADV command.

Example

Sets the direction to backward for the "move" command. The plus sign reverses direction for the CHGUW command only.

```
Mr. Edward Johnson  
Technical Writer  
Digital Equipment Corporation  
Nashua, NH 03061_
```

```
BACK  
2W  
+CHGUW
```

```
Mr. Edward Johnson  
Technical Writer  
Digital Equipment Corporation  
Nashua, NH 03061_
```

Related Commands

- Keypad — BACKUP

BELL Command

Format

BELL

Description

The BELL command is designed primarily for use in keypad key definitions. It causes the terminal bell (buzzer) to sound when the command is processed.

Example

Puts the BELL command in a keypad key definition.

```
*DEFINE KEY GOLD L AS "2500DL BELL."
```

The key sequence GOLD/L is defined to delete 2500 lines. When EDT finishes deleting the lines, it sounds the terminal bell, letting you know that the work is complete.

Related Commands

None.

buffer specifier

Format

=buffer name

Description

The buffer specifier consists of two elements: the signal to EDT that the characters that follow are a buffer name and the buffer name itself.

The specifier *buffer* refers to the name of a location used by EDT to store text during an editing session. When you begin your EDT session, a copy of your file is put in the buffer called MAIN. EDT also creates a buffer called PASTE for use with the CUT, PASTE, and APPEND commands. When you exit from EDT using the EXIT command, a copy of the MAIN buffer text is put in an external file. All other buffers created during your editing session disappear. If you use QUIT to leave EDT, no copy of the MAIN buffer is made.

You create additional buffers during an EDT session each time you specify a new buffer name in a line or nokeypad command. For example, the command CUT=LIST creates a buffer called LIST.

Buffer names can have more than 80 alphanumeric characters. Only letters, digits, and the underscore character can be used to create buffer names. A letter must always be the first character in the name.

You can edit any buffer you create and the MAIN and PASTE buffers as well. Text can be copied or moved from one buffer to another. The SHOW BUFFER command lists all the accessible buffers in your editing session and indicates the current buffer by preceding the name with an equal sign.

EDT has several storage areas that you cannot access. These include the delete character, delete line, delete word, search, and substitute buffers. The first three are used only in keypad and nokeypad editing. These buffers contain the most recent character, line, or word deleted by the respective delete functions. The search buffer is used by the various find, substitute, and change case functions. The substitute buffer is used only by substitute commands. Storage areas also exist for entity and prompt definitions. Although you have some control over what goes into these various buffers, you cannot enter them or edit them, and their names never appear in the SHOW BUFFER list.

Examples

Example 1

Moves six lines to the buffer called SAVE. EDT remains in the current buffer.

```
CUT6L=SAVE
```

Example 2

Inserts the contents of the buffer called PAR10 to the left of the cursor.

```
PASTE=PAR10
```


EDT Nokeypad Commands buffer specifier

Related Commands

None.

Format:

EDT Nokeypad Command

Description:

This command is used to specify the buffer specifier for the EDT Nokeypad Command. The buffer specifier is a character that identifies the buffer used for the command. The buffer specifier is specified by the character 'B' followed by the buffer specifier character.

The buffer specifier character is a character that identifies the buffer used for the command. The buffer specifier character is specified by the character 'B' followed by the buffer specifier character.

The buffer specifier character is a character that identifies the buffer used for the command. The buffer specifier character is specified by the character 'B' followed by the buffer specifier character.

The buffer specifier character is a character that identifies the buffer used for the command. The buffer specifier character is specified by the character 'B' followed by the buffer specifier character.

Example:

EDT Nokeypad Command B

EDT Nokeypad Command B

Related Commands:

EDT Nokeypad Command

CHGC (Change Case) Command

Format

[+|-][count] **CHGC**[+|-][count]entity

Description

The CHGC (change case) command causes the case of all letters within the specified entity to be changed to the opposite case. For example, if the entity is W (word), *Boston* becomes *bOSTON*.

The CHGL (change case lower) command only changes uppercase letters to lowercase. Conversely, the CHGU (change case upper) command only changes lowercase letters to uppercase.

When CHGC is used with the SR (select range) entity and there is no active select range, the case of one or more letters will be changed, depending on the cursor location. See the chart under the description of the keypad CHNGCASE function for more information.

The **count** and **entity** specifiers are described in the nokeypad command section under count specifier and entity specifier.

Example

Changes the case of the **M** in **Maynard** and then changes the case of the entire word so that Maynard has all uppercase letters.

```
Maynard, MA
```

```
CHGCC
```

```
(Move the cursor back to the m in maynard.)
```

```
CHGCW
```

```
MAYNARD MA
```

Related Commands

- Keypad — CHNGCASE

CHGL (Change Case Lower) Command

Format

[+|-][count] **CHGL**[+|-][count]entity

Description

The CHGL (change case lower) command changes all uppercase letters within the specified entity to be lowercase. Letters that are already lowercase remain unchanged.

To change lowercase letters to uppercase, use CHGU (change case upper). To change all letters to their opposite case use CHGC (change case).

When CHGL is used with the SR (select range) entity and there is no active select range, the case of one or more letters might be changed, depending on the cursor location. See the chart under the description of the keypad CHNGCASE function for more information. Remember, however, that for CHGL, only uppercase letters are changed to lowercase; lowercase letters remain the same.

The **count** and **entity** specifiers are described in the nokeypad command section under count specifier and entity specifier.

Example

Changes all uppercase letters to lowercase for all three words in the line.

Word Processing/Small Systems

CHGL3W

word processing/small systems_

Related Commands

- Keypad — CHNGCASE

EDT Nokeypad Commands

CHGU (Change Case Upper) Command

CHGU (Change Case Upper) Command

Format

[+|-][count] **CHGU**[+|-][count]entity

Description

The CHGU (change case upper) command changes all lowercase letters to uppercase within the entity. Letters that are already uppercase remain unchanged.

CHGL (change case lower) changes all uppercase letters to lowercase. CHGC (change case) changes all lowercase letters to uppercase and all uppercase letters to lowercase.

When CHGU is used with the SR (select range) entity and there is no active select range, the case of one or more letters will be changed, depending on the cursor location. See the chart under the description of the keypad CHNGCASE function for more information. Remember, however, that for CHGU, only lowercase letters are changed to uppercase; uppercase letters remain the same.

The **count** and **entity** specifiers are described in the nokeypad command section under count specifier and entity specifier.

Example

Changes all lowercase letters to uppercase for the entire line.

The United States of America

CHGUL

THE UNITED STATES OF AMERICA

-

Related Commands

- Keypad — CHNGCASE

^ (Circumflex) Command

Format

[count] ^ character

Description

The circumflex (^) command enables you to insert ASCII control characters (decimal value 0 through 31) in your text or to enter them in nokeypad command lines. When you type the circumflex first and then a character from the keyboard, EDT interprets the two symbols as one control character.

The ASCII control characters are formed from the combination of the control key with the 26 letters and the following nonalphanumeric characters: the at sign (@), the backslash (\), square brackets ([]), the circumflex (^), and the underscore (_).

You can use the ASC command to enter any character from the DEC Multinational Character Set list (see Appendix A) by using the decimal equivalent values 0 through 255. The circumflex works only for characters with decimal values 0 through 31.

Example

Uses the main keyboard characters circumflex (^) and Z to complete the single line form of the nokeypad I (insert) command.

Mail to Digital Equipment Corporation_

I, Merrimack, NH 03054^Z

Mail to Digital Equipment Corporation, Merrimack, NH 03054_

Related Commands

- Keypad — SPECINS

CLSS (Clear Search String) Command

Format

CLSS

Description

The CLSS (clear search string) command clears the search string currently in the search buffer. After you enter the CLSS command, the search buffer is empty. This command can be used to redefine keypad keys that include SR (select range) in their definitions so that only the select range is affected by the function, never the search string.

When you use the SR (select range) nokeypad entity, EDT first checks to see if there is an active select range. If there is none and the cursor is located in the appropriate position of the current search string, the command that contains the SR entity affects the search string. You might find this inconvenient, particularly with the keypad CHNGCASE command, where you often use FIND to locate a word in which you want to change the case of the initial letter only. By including CLSS in the CHNGCASE definition, you can empty the search buffer before EDT processes the CHNGCASE function.

Other keypad definitions that include the SR entity are APPEND, CUT, and FILL.

Examples

Example 1

Moves to the string **wednesday**. Then clears the search buffer before executing the CHGCSR command to change the case of the letter **w**.

The meeting will take place on wednesday afternoon at 2:30.

"wednesday" CLSS CHGCSR

The meeting will take place on Wednesday afternoon at 2:30.

Example 2

Redefines the CHNGCASE function to include the CLSS command ahead of the CHGCSR definition. After finding the string **albu**, changes the case of only the first letter because there is no current search string. This example takes place in keypad mode.

Before leaving for the airport, be sure to contact Jim
in albuquerque. If he has not made arrangements for the

GOLD

 +

PAGE COMMAND

Command: DEFINE KEY GOLD 1 AS "CLSS CHGCSR."

ENTER SUBS

GOLD

 +

FNDNXT FIND

EDT Nokeypad Commands CLSS (Clear Search String) Command

Search for: albu

ENTER
SUBS

Before leaving for the airport, be sure to contact Jim
in albuquerque. If he has not made arrangements for the

GOLD + WORD
CHNGCASE

Before leaving for the airport, be sure to contact Jim
in Albuquerque. If he has not made arrangements for the

Related Commands

None.

CTRL/C (Control C) Function

Key Sequence

CTRL/C

Description

CTRL/C interrupts certain operations before EDT finishes processing them. You can use CTRL/C to stop a runaway search through a long file or to stop a long repeat count. CTRL/C halts certain EDT operations. For example, you can use CTRL/C to stop EDT from printing a whole buffer when you have used the line-mode TYPE command to move to another buffer.

When EDT aborts the operation, it prints the message "Aborted by CTRL/C." If EDT cannot stop a particular process, it prints the message "CTRL/C ignored."

Example

Stops EDT from printing the entire contents of the buffer DARCY_LET.

```
EXT SHOW BUFFER
  DARCY_LET      40      lines
=MAIN  12      lines
PASTE  No      lines
Press return to continue

EXT TYPE =DARCY_LET

  1      August 20, 1988
  2
  3      Mr. Charles R. Darcy
  4      Production Manager
  5      Midland Manufacturing Corporation
  6      East St. Louis, IL 62202
```

CTRL/C

Aborted by CTRL/C

Related Commands

- Keypad — CTRL/C
- Line — CTRL/C

CTRL/Z (Control Z) Function

Key Sequence

CTRL/Z

Description

CTRL/Z performs the same function in nokeypad editing as it does in line editing. (It has a different function in keypad editing.) You press CTRL/Z to exit from the insert state. After you have entered the appropriate insert command and typed the text you want to add, press CTRL/Z to complete the insert procedure. CTRL/Z is used with both the INSERT and REPLACE commands in line mode and the I(insert) and R(replace) commands in nokeypad mode. In nokeypad mode, typing the circumflex and then the letter Z (^Z) has the same effect as pressing CTRL/Z.

Example

Completes the insert operation and returns EDT to the command state.

Customer called Repair Service 5/25/88.
One of his telephones was not working.
He was told to disconnect his phone and
take it to his nearest phone store.

I **RET**

(Now type in the line **REPAIR SERVICE REPORT #825** at the cursor and press RETURN to move the **Customer called** text to the next line.)

CTRL/Z

REPAIR SERVICE REPORT #825
Customer called Repair Service 5/25/88.
One of his telephones was not working.
He was told to disconnect his phone and
take it to his nearest phone store.

Related Commands

- Line — CTRL/Z

count specifier

Format

digit(s)

Description

The count specifier indicates either the number of times a nokeypad command is to be repeated or the number of entities that the command will affect. The maximum value for the count specifier is 32767.

Examples

Example 1

Moves the cursor five words.

5W

Example 2

Changes the case of the next 27 characters.

CHGC27C

Example 3

Inserts the contents of the delete character buffer eight times.

8UNDC

Example 4

Deletes the next four sentences.

D4SEN

Example 5

Performs the same substitution three times, but toward the beginning of the buffer.

-3SN

Example 6

Deletes the first word in each of the next five lines. The parentheses indicate that the repeat count applies to both commands, +V and D+W. If you omit the parentheses, EDT deletes only the first word on the fifth line.

5(+V D+W)

Example 7

Inserts two bell control characters (CTRL/G) into your text. The parentheses are necessary to distinguish the count number from the decimal equivalent value of CTRL/G.

2(7ASC)

CUT Command

Format

[+|-][count] **CUT**[+|-][count]entity[=buffer]

Description

The CUT command removes the specified entity from the text buffer and stores it in the PASTE buffer or the specified buffer. EDT uses the PASTE buffer when you do not specify a buffer name with the CUT command.

You can use the CUT command to delete large or small sections of text. When you use CUT in conjunction with the PASTE command, you can move or copy text from one place to another in the same buffer or from one EDT buffer to another, but not to or from external files. The line-mode commands INCLUDE and WRITE are used with external files.

When you use CUT to put part of a line into a buffer, EDT adds a line terminator at the end of the line fragment. The line terminator is necessary because EDT cannot store partial lines in a buffer. When you use the PASTE command to insert that text, EDT removes the extra line terminator.

The steps for moving or copying text are described under the nokeypad PASTE command.

The **count** and **entity** specifiers are described in the nokeypad command section under count specifier and entity specifier.

Example

Moves the first line to the TJ buffer and then uses the PASTE command to insert that line in the proper chronological sequence between **Adams** and **Madison**.

```
Thomas Jefferson
George Washington
John Adams
James Madison
```

CUTL=TJ

(Move cursor to the **J** in **James Madison**.)

PASTE=TJ

```
George Washington
John Adams
Thomas Jefferson
James Madison
```

Related Commands

- Keypad — CUT

D (Delete) Command

Format

[+|-][count] **D**[+|-][count]entity

Description

The D (delete) command removes the specified entity from the current buffer. If the entity involves a character, word, or line, the deleted text is stored in the delete character, delete word, or delete line buffer. EDT overwrites the contents of the appropriate buffer each time you use a D command that involves a character, word, or line entity. You can use the UNDC, UNDW, and UNDL commands to insert the current contents of the respective delete buffers anywhere in the current buffer.

You can use the count specifiers to process several deletions in one command. For example, 3DW deletes three words; 2DL deletes two lines. The sign specifier enables you to delete entities to the left of the cursor without changing EDT's direction. For example, -2DC deletes the two characters to the left of the cursor.

Example

Deletes the first line. Then deletes the third line and uses UNDL to insert that line in chronological order. Deletes the last character in **Todd** and the word at the end of the last line.

```
Coming Events:
January 18, 1988      Luncheon Seminar on Technical Communications
January 30, 1988      Meeting of the EDT Development Staff
January 23, 1988      Seminar on Writing for Programmers
February 2, 1988      Lecture by Todd Brockman
February 7, 1988      Meeting of the Secretarial Staff Group
```

DL

(Move the cursor to the January 23 line.)

DL

(Move the cursor up to the January 30 line.)

UNDL

```
January 23, 1988      Seminar on Writing for Programmers
January 30, 1988      Meeting of the EDT Development Staff
```

(Move the cursor to the second **d** in Todd.)

DC

```
February 2, 1988      Lecture by Tod_Brockman
```

(Move the cursor to the **G** in Group.)

DW

```
Coming Events:
January 23, 1988      Seminar on Writing for Programmers
January 30, 1988      Meeting of the EDT Development Staff
February 2, 1988      Lecture by Tod Brockman
February 7, 1988      Meeting of the Secretarial Staff_
```


EDT Nokeypad Commands D (Delete) Command

Related Commands

- Keypad — DEL C, DEL EOL, DELETE, DEL L, DEL W, LINEFEED, CTRL/U
- Line — DELETE

EDT Nokeypad Commands

DATE Command

DATE Command

Format

DATE

Description

The DATE command inserts the current date into your text. The format of the DATE text is determined by the operating system. Generally the format includes the time as well as a leading and a trailing space. The text is always placed to the left of the cursor, regardless of EDT's current direction.

Example

Inserts the current date and time to the right of the heading.

DATE/TIME: _

DATE

DATE/TIME: 16-APR-1988 09:33:12 _

Related Commands

None.

DEFK (Define Key) Command

Format

DEFK

Description

The DEFK command enables you to define a keypad function key or key sequence other than CTRL/K to handle the key definition process. The DEFK command does *not* allow you to create keypad definitions from nokeypad mode. In fact, DEFK has no function at all in nokeypad editing.

Examples

Example 1

Using the line-mode DEFINE KEY command, defines CTRL/D to have the define key function in keypad mode.

```
*DEFINE KEY CONTROL D AS "DEFK."
```

Example 2

Using the keypad CTRL/K function, defines CTRL/D to have the define key function in keypad mode.

CTRL/K

Press the key you wish to define

CTRL + **D**

Enter the definition terminated by ENTER
DEFK.

ENTER
SUBS

Related Commands

- Keypad — CTRL/K
- Line — DEFINE KEY

EDT Nokeypad Commands

DESEL (Deactivate Select) Command

DESEL (Deactivate Select) Command

Format

DESEL

Description

DESEL (deactivate select) cancels a select range after you have used the SEL (select) command. If you change your mind about a select range, enter DESEL command. You can then continue with your editing work. If you want to change a select range that is currently active, use DESEL to cancel it and then SEL to mark the beginning of the new range.

DESEL also cancels a select range set by either the SSEL (search and select) or TGSEL (toggle select) command.

Example

Creates a select range of five lines. Then cancels that range because the first line of the next address was included by mistake. Moves the cursor back one line and creates a four-line select range, using the minus sign (-) to reverse direction for that command only .

SEL5L

Albuquerque, NM 87112
Mr. Edward B. Sanders
1749 General Lee Highway
Richmond, VA 23235
Dr. Jane Marantz-Connor

-

DESEL

Albuquerque, NM 87112
Mr. Edward B. Sanders
1749 General Lee Highway
Richmond, VA 23235
Dr. Jane Marantz-Connor

-

BL SEL-4L

Albuquerque, NM 87112
Mr. Edward B. Sanders
1749 General Lee Highway
Richmond, VA 23235
Dr. Jane Marantz-Connor

Related Commands

- Keypad — RESET

DLWC (Default Lowercase) Command

Format

DLWC

Description

The DLWC (default lowercase) command instructs EDT to change all uppercase letters to lowercase letters whenever you move the cursor during your EDT session. As the cursor moves through the buffer, every uppercase letter it passes over is changed to lowercase.

Since DLWC resets the default state, uppercase letters continue to be changed to lowercase each time you move the cursor. Use the DMOV (default move) command to reset EDT so that case is not affected by move operations. DUPC (default uppercase) causes EDT to change all lowercase letters that the cursor passes over to uppercase.

Example

Changes EDT's default to lowercase and then shows the effect by moving the cursor over four lines of text.

```
DATE: 06-APR-88
FROM: Linda Westbrook
DEPT: CED
NET: QQQQ::WESTBROOK
```

DLWC 4L

```
date: 06-apr-88
from: linda westbrook
dept: ced
net: qqqq::westbrook
```

-

Related Commands

None.

EDT Nokeypad Commands

DMOV (Default Move) Command

DMOV (Default Move) Command

Format

DMOV

Description

The DMOV (default move) command returns your editing session to EDT's default state after you have used either DLWC (default lowercase) or DUPC (default uppercase). With DLWC, EDT automatically changes the case of every uppercase letter to lowercase as the cursor moves through the text. With DUPC, all lowercase letters become uppercase as EDT moves through the buffer. For example, if you move from the current line to the end of the buffer with DUPC in effect, that entire portion of your buffer will contain only uppercase letters. DMOV sets things back to the normal state, where EDT does not alter the case of letters during move operations.

Example

Uses DLWC to change the default to lowercase and moves four words. Then restores the default to EDT's normal state — DMOV.

The SOFTWARE SERVICES Training Proposal was issued last
May for the current fiscal year.

DLWC 4W

The software services training proposal was issued last
May for the current fiscal year.

DMOV

Related Commands

None.

DOWN Arrow

Key Sequence

↓

Description

The DOWN arrow key moves the cursor down one line toward the bottom of the buffer, regardless of EDT's direction.

When you use the DOWN arrow, EDT attempts to maintain the same vertical column as it moves the cursor from one line to the next. If there are not enough characters to fill out a line of text, the cursor moves to the end of that line. If you continue to use DOWN arrow, the cursor will return to the same vertical column for all lines that have enough characters. However, once you press some other key, EDT cancels the column position for DOWN arrow and resets it the next time you use the function. Note that the DOWN arrow is not a true nokeypad command.

Example

Moves the cursor from the end of the first line to the end of the last line.

```
Asuncion, Paraguay_
Bogota, Colombia
Brasilia, Brazil
Buenos Aires, Argentina
Caracas, Venezuela
Georgetown, Guyana
```

↓

```
Asuncion, Paraguay
Bogota, Colombia_
```

↓ + ↓

```
Bogota, Colombia
Brasilia, Brazil
Buenos Aires, Argentin_
```

↓ + ↓

```
Buenos Aires, Argentina
Caracas, Venezuela
Georgetown, Guyana_
```

EDT Nokeypad Commands

DUPC (Default Uppercase) Command

DUPC (Default Uppercase) Command

Format

DUPC

Description

The DUPC (default uppercase) command instructs EDT to change all lowercase letters to uppercase whenever you move the cursor during your EDT session. As the cursor moves through the buffer, every lowercase letter it passes over is changed to uppercase.

Since DUPC resets the default state, lowercase letters continue to be changed to uppercase each time you move the cursor. Use the DMOV (default move) command to reset EDT so that case is not affected by move operations. DLWC (default lowercase) causes EDT to change all uppercase letters that the cursor passes over to lowercase.

Example

Changes EDT's default to uppercase and then shows the effect by moving the cursor over four lines of text.

```
Karen Islington  
Paul Ohlmeyer  
William Jacobson  
Sarah Rapf
```

```
DUPC 4L
```

```
KAREN ISLINGTON  
PAUL OHLMEYER  
WILLIAM JACOBSON  
SARAH RAPF
```

```
-
```

Related Commands

None.

entity specifier

Format

entity

Description

An **entity** is a group of contiguous characters that EDT recognizes as a unit. The entity specifier is used with the following nokeypad commands:

APPEND	FILL
CHGC	"move"
CHGL	R
CHGU	SEL
CUT	TADJ
D	TGSEL

The nokeypad-mode entities are:

C	character	BR	beginning of range
L	line	ER	end of range
BL	beginning of line	SR	select range
EL	end of line	SEN	sentence
NL	next line	BSEN	beginning of sentence
PAGE	page	ESEN	end of sentence
BPAGE	beginning of page	"string"	string of characters
EPAGE	end of page	V	vertical
PAR	paragraph	W	word
BPAR	beginning of paragraph	BW	beginning of word
EPAR	end of paragraph	EW	end of word

Examples

Example 1

Changes the case of the letters in the next word.

CHGCW

Example 2

Deletes the next two paragraphs and places them at the end of the PASTE buffer.

APPEND2PAR

Example 3

Deletes to the beginning of the buffer.

DBR

EDT Nokeypad Commands entity specifier

Example 4

Deletes the next three sentences and places them in the buffer named EXTRA.

3CUTSEN=EXTRA

1	END OF LINE	0	END OF LINE
2	END OF LINE	1	END OF LINE
3	END OF LINE	2	END OF LINE
4	END OF LINE	3	END OF LINE
5	END OF LINE	4	END OF LINE
6	END OF LINE	5	END OF LINE
7	END OF LINE	6	END OF LINE
8	END OF LINE	7	END OF LINE
9	END OF LINE	8	END OF LINE
10	END OF LINE	9	END OF LINE
11	END OF LINE	10	END OF LINE
12	END OF LINE	11	END OF LINE
13	END OF LINE	12	END OF LINE
14	END OF LINE	13	END OF LINE
15	END OF LINE	14	END OF LINE
16	END OF LINE	15	END OF LINE
17	END OF LINE	16	END OF LINE
18	END OF LINE	17	END OF LINE
19	END OF LINE	18	END OF LINE
20	END OF LINE	19	END OF LINE
21	END OF LINE	20	END OF LINE
22	END OF LINE	21	END OF LINE
23	END OF LINE	22	END OF LINE
24	END OF LINE	23	END OF LINE
25	END OF LINE	24	END OF LINE
26	END OF LINE	25	END OF LINE
27	END OF LINE	26	END OF LINE
28	END OF LINE	27	END OF LINE
29	END OF LINE	28	END OF LINE
30	END OF LINE	29	END OF LINE
31	END OF LINE	30	END OF LINE
32	END OF LINE	31	END OF LINE
33	END OF LINE	32	END OF LINE
34	END OF LINE	33	END OF LINE
35	END OF LINE	34	END OF LINE
36	END OF LINE	35	END OF LINE
37	END OF LINE	36	END OF LINE
38	END OF LINE	37	END OF LINE
39	END OF LINE	38	END OF LINE
40	END OF LINE	39	END OF LINE
41	END OF LINE	40	END OF LINE
42	END OF LINE	41	END OF LINE
43	END OF LINE	42	END OF LINE
44	END OF LINE	43	END OF LINE
45	END OF LINE	44	END OF LINE
46	END OF LINE	45	END OF LINE
47	END OF LINE	46	END OF LINE
48	END OF LINE	47	END OF LINE
49	END OF LINE	48	END OF LINE
50	END OF LINE	49	END OF LINE
51	END OF LINE	50	END OF LINE
52	END OF LINE	51	END OF LINE
53	END OF LINE	52	END OF LINE
54	END OF LINE	53	END OF LINE
55	END OF LINE	54	END OF LINE
56	END OF LINE	55	END OF LINE
57	END OF LINE	56	END OF LINE
58	END OF LINE	57	END OF LINE
59	END OF LINE	58	END OF LINE
60	END OF LINE	59	END OF LINE
61	END OF LINE	60	END OF LINE
62	END OF LINE	61	END OF LINE
63	END OF LINE	62	END OF LINE
64	END OF LINE	63	END OF LINE
65	END OF LINE	64	END OF LINE
66	END OF LINE	65	END OF LINE
67	END OF LINE	66	END OF LINE
68	END OF LINE	67	END OF LINE
69	END OF LINE	68	END OF LINE
70	END OF LINE	69	END OF LINE
71	END OF LINE	70	END OF LINE
72	END OF LINE	71	END OF LINE
73	END OF LINE	72	END OF LINE
74	END OF LINE	73	END OF LINE
75	END OF LINE	74	END OF LINE
76	END OF LINE	75	END OF LINE
77	END OF LINE	76	END OF LINE
78	END OF LINE	77	END OF LINE
79	END OF LINE	78	END OF LINE
80	END OF LINE	79	END OF LINE
81	END OF LINE	80	END OF LINE
82	END OF LINE	81	END OF LINE
83	END OF LINE	82	END OF LINE
84	END OF LINE	83	END OF LINE
85	END OF LINE	84	END OF LINE
86	END OF LINE	85	END OF LINE
87	END OF LINE	86	END OF LINE
88	END OF LINE	87	END OF LINE
89	END OF LINE	88	END OF LINE
90	END OF LINE	89	END OF LINE
91	END OF LINE	90	END OF LINE
92	END OF LINE	91	END OF LINE
93	END OF LINE	92	END OF LINE
94	END OF LINE	93	END OF LINE
95	END OF LINE	94	END OF LINE
96	END OF LINE	95	END OF LINE
97	END OF LINE	96	END OF LINE
98	END OF LINE	97	END OF LINE
99	END OF LINE	98	END OF LINE
100	END OF LINE	99	END OF LINE

EX (Exit to Line Mode) Command

Format

EX

Description

The EX (exit to line mode) command shifts your editing session from nokeypad mode to line mode. It does *not* cause an exit from EDT.

To exit from EDT when in nokeypad mode, you can use EX to shift to line mode and then enter the line-mode EXIT or QUIT command. Enter the nokeypad QUIT command to exit directly from nokeypad mode, when you do not need to save your work. The nokeypad EXT (extend) command allows you to enter the line-mode EXIT or QUIT command directly from nokeypad mode.

Example

Shifts from nokeypad mode to line mode.

```
.  
.  
Jennifer Smith      (401) 555-1111  
John W. Snyder      (401) 555-2222  
.  
.  
EX  
  
*WRITE DELNAMES.DAT . THRU +1  
DISK$USER:[SMITH]DELNAMES.DAT  2 lines  
*FIND  =MAIN  
*
```

Related Commands

- Keypad — CTRL/Z
- Line — CHANGE

EXT (Extend) Command

Format

EXT line-mode command

Description

The **EXT** (extend) command allows you to use a line-mode command while still in nokeypad mode. The text following **EXT** must fit on a single line.

You can enter two or more line-mode commands on the same line by separating the commands with semicolons. If you want to put nokeypad commands after a line-mode command, enter **CHANGE ;nokeypad-command(s)** as the last line-mode command on the **EXT** command line. You can use an EDT macro with the **EXT** command just as you would any other line-mode command.

Examples

Example 1

Enables you to enter, directly from nokeypad mode, several line-mode **SET** commands on a single line.

```
EXT SET SEARCH EXACT ;SET WORD NODELIMITER ;SET SCREEN 100
```

Example 2

Enables you to use the line-mode **EXIT** command directly from nokeypad mode.

```
EXT EXIT
```

```
DISK$USER: [SMITH:MEMOS]JAN1.RNO;6 34 lines
```

Example 3

Uses two line-mode commands followed by a nokeypad command to reposition the cursor after the line-mode commands are processed.

```
EXT COPY =SAVE 4 THRU 27 TO =TEST ;SUBSTITUTE/10/5/ WHOLE; CHANGE ;5L 3C
```

Related Commands

- Keypad — **COMMAND**

FILL Command

Format

[+|-][count] **FILL**[+|-][count]entity

Description

The FILL command takes a select range of lines and reorganizes the text so that the maximum number of whole words can fit within the current line width. The default line width for EDT is the terminal width that the operating system passes to EDT. Enter the line-mode SHOW SCREEN command to determine the current screen/line width. The valid screen width values for screen mode editing are 80 and 132. (132 is valid only for VT100-series terminals with AVO — advanced video option.) If your screen width is set to 80, EDT will fill lines to column 79; if your screen width is 132, EDT will fill lines to column 131.

If you want to use a line length other than 80 or 132 for filling text, you must use the line-mode SET WRAP command. The SET WRAP command also affects the line length that EDT uses for inserting text in keypad mode. EDT uses the SET SCREEN value to determine the line length for filling text only if SET NOWRAP (the default) is in effect. If SET WRAP is in effect, EDT always uses the wrap value, regardless of the SET SCREEN width. You can enter the SHOW WRAP command to determine the current wrap value or setting.

The filling process considers a blank line to be a break between paragraphs. Even if there are spaces on the blank line, EDT fills the text up to the blank line and then resumes filling with the next line that contains text.

The valid entities for the FILL command are: L (line), SEN (sentence), PAR (paragraph), PAGE, and SR (select range).

The **count** and **entity** specifiers are described in the nokeypad command section under count specifier and entity specifier.

Example

Uses the SET WRAP command to limit the line length to 60 characters. Then reformats the first six lines of text.

```
A computer is a tool that you can use to
process information and solve complicated problems.
It accepts large amounts of information,
called data,
performs various operations on that data,
and provides you with a result.
In order to process data,
there must be communication between you and the computer.
```

```
EXT SET WRAP 60
FILL6L
```

```
A computer is a tool that you can use to process information
and solve complicated problems. It accepts large amounts of
information, called data, performs various operations on
that data, and provides you with a result.
```

```
In order to process data,
there must be communication between you and the computer.
```


EDT Nokeypad Commands

FILL Command

Related Commands

- Keypad — FILL
- Line — FILL

HELP Command

Format

HELP

Description

The nokeypad HELP command is used exclusively for defining a different key or key sequence in keypad mode to carry out the keypad HELP function. HELP is the preset definition of keypad HELP key.

The nokeypad HELP command has no effect on your nokeypad editing session. To get help information on nokeypad commands, you must enter the line-mode HELP command:

```
HELP CHANGE [subtopic [subtopic] ]
```

The **subtopic** specifier in the HELP CHANGE command line refers to a nokeypad help topic. If you do not include any subtopics, EDT prints general information about nokeypad command syntax and a list of the available subtopics. Information on nokeypad entities appears under HELP CHANGE ENTITIES. Information on nokeypad commands appears under HELP CHANGE SUBCOMMANDS.

Examples

Example 1

Defines the key sequence GOLD/H to have the HELP function in keypad mode.

```
*DEFINE KEY GOLD H AS "HELP."
```

Example 2

Shows how to get three different types of information on nokeypad mode using the EXT (extend) command and the line-mode HELP command.

```
EXT HELP CHANGE SUBCOMMANDS
```

Prints general information about nokeypad commands.

```
EXT HELP CHANGE SUBCOMMANDS S
```

Prints information about the nokeypad S (substitute) command.

```
EXT HELP CHANGE ENTITIES
```

Prints information about nokeypad entities.

Related Commands

None.

EDT Nokeypad Commands

I (Insert) Command

I (Insert) Command

Format

I <RET> text CTRL/Z

I text ^ Z

Description

The I (insert) command shifts EDT to the insert state so you can insert new text in the current buffer. CTRL/Z signals EDT to exit from the insert state.

The I command has two forms. The first can be used for inserting any amount of text from a single character or word to several paragraphs or pages. The second is limited to text that fits on a single line and does not include a line terminator.

To insert any length of text, type I and press RETURN. The I remains on the command line while the cursor returns to its former position on the screen. Now type in the text you want to insert. When you have finished entering the new text, press CTRL/Z to exit from the insert state. The new text is now part of the current buffer and the I disappears from the command line to show that you are no longer in the insert state.

To insert less than a line of text, type the I command and then follow it immediately with the text you want to insert. (EDT interprets a space after the I as part of the text to be inserted.) Then type ^Z or press CTRL/Z to signal EDT that you have finished your inserted text. Finally, press RETURN to have EDT insert the text to the left of the cursor.

You can use the DELETE key to edit the text while you are inserting it, or you can wait until you finish typing the new text, and then use any nokeypad editing command to make the necessary changes.

Examples

Example 1

Adds two lines of text to the current buffer.

Have the following materials ready:

interim report

planning budget

-

I <RET>

staffing projections

space requirements

CTRL/Z

Have the following materials ready:

interim report

planning budget

staffing projections

space requirements_

EDT Nokeypad Commands I (Insert) Command

Example 2

Adds **Wednesday**,[SP] to the middle of the existing line.

Before the meeting on January 16th, please have the

IWednesday, ^Z

Before the meeting on Wednesday, January 16th, please have the

Related Commands

- Line — INSERT

KS (KED Substitute) Command

Format

KS

Description

The KS (KED substitute) command is used after the nokeypad PASTE command to modify the position of the cursor at the completion of the PASTE command. KS can be used only directly after the PASTE command. Do not put a space between the command words PASTE and KS.

Normally, after you enter a PASTE command, the cursor is located one character to the right of the inserted text, regardless of EDT's current direction. When you put KS after the PASTE command, the cursor position changes and becomes dependent on EDT's current direction. If the direction is forward, the cursor is on the last character of the inserted text. If the direction is backward, the cursor is positioned on the first character of the inserted text.

The KS command enables you to locate a search string that includes the character immediately after or before the inserted text.

The nokeypad definition for the keypad mode SUBS function includes the KS command. Notice the KS command following directly after the PASTE command.

```
(CUTSR=DELETE PASTEKS").
```

Example

Assumes that the text **Atlanta, GA**, is in the PASTE buffer. First resets the direction to backward. Then inserts the contents of the PASTE buffer and positions the cursor on the first character of the inserted text.

```
following locations: Oakland, CA, Augusta, ME,  
Billings, MT, Knoxville, TN.
```

```
BACK PASTEKS
```

```
following locations: Oakland, CA, Augusta, ME,  
Billings, MT, Atlanta, GA, Knoxville, TN.
```

Related Commands

None.

LEFT Arrow

Key Sequence



Description

LEFT arrow moves the cursor one character to the left, regardless of EDT's direction.

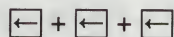
If the cursor is at the first character position of a line, pressing LEFT arrow moves the cursor to the line terminator of the previous line.

Note that the LEFT arrow is not a true nokeypad command.

Example

Moves the cursor to the left, first to the beginning of the second line and then to the end of the first line.

July 1, 1988
October 1, 1988



July 1, 1988
October 1, 1988



July 1, 1988
October 1, 1988

Related Commands

- Keypad — LEFT arrow

EDT Nokeypad Commands

"move" Command

"move" Command

Format

[+|-][count]entity

Description

The "move" command moves the cursor within the current buffer. The **entity** specifier is the only required element in the "move" command. There is no command word or abbreviation.

You can put several "move" commands together. For example, L 3W -4C moves the cursor down to the beginning of the next line, then three words to the right, and finally four characters to the left. In cases where you want to repeat several "move" commands, you can enclose the entities in parentheses: 8(EPAR +C).

Examples

Example 1

Moves the cursor to the beginning of the next line.

Only a few computer programs work successfully the first time they are tried. Programmers are expected to make mistakes. The mark of a good programmer is how quickly he or she can find and correct the errors that occur.

L

time they are tried. Programmers are expected to make

Example 2

Using the same text and the new cursor position, moves the cursor to the string **programmer**.

"programmer"

mistakes. The mark of a good programmer is how quickly

Example 3

Using the same text and the new cursor position, moves the cursor three words to the right.

3W

mistakes. The mark of a good programmer is how quickly

Example 4

Using the same text and the new cursor position, moves the cursor to the end of the last line.

2EL

he or she can find and correct the errors that occur._

EDT Nokeypad Commands “move” Command

Related Commands

- Keypad — FIND, CHAR, WORD, LINE, PAGE
- Line — FIND

PASTE Command

Format

[count] **PASTE**[=buffer]

Description

The PASTE command copies the contents of any buffer into the current buffer. The keypad PASTE function only copies the PASTE buffer contents into the current buffer.

When used together with the CUT or APPEND command, the nokeypad PASTE command enables you to move or copy text from one location to another in the same or different buffers. When you do not supply a buffer name with the PASTE command, EDT uses the PASTE buffer. Do not put a space between the word PASTE and the equal sign (=) when you are specifying another buffer name. Otherwise, EDT uses the PASTE buffer and tries to interpret the buffer name you specified as another command.

Note that the syntax for the PASTE command differs from the CUT command. You cannot use an entity specifier with PASTE; you can only copy entire buffers. However, remember that you can enter the PASTE buffer or another buffer and edit it before using PASTE to copy the contents into your current buffer. Use the line-mode FIND command to move to the other buffer.

To move text, use the CUT command to delete the text from its present location. Then, move the cursor to the new location and insert the text with the PASTE command. To copy text, use the CUT command to move the material you want to copy to the PASTE buffer. Then, *before* moving the cursor, enter the PASTE command to restore the deleted text to its original location. Now move the cursor to the place where you want the copy inserted and enter the PASTE command again.

You can use the APPEND command to add text to the contents of the buffer you want to insert later with the PASTE command. When you move or copy text with CUT and PASTE or with CUT, APPEND, and PASTE, be sure to use the same buffer name for all the commands. You can use the line-mode SHOW BUFFER command to list all the buffers that currently exist in your editing session.

Each time you enter the CUT command, EDT overwrites the contents of the PASTE buffer or the specified buffer. When you use CUT to put part of a line into a buffer, EDT adds a line terminator at the end of the text since EDT buffers cannot contain partial lines. The PASTE command removes the added line terminator so that when you insert the text, you do not have an unwanted line break.

For information on how to modify the cursor position after EDT processes a PASTE command, see the nokeypad KS command.

Examples

Example 1

Inserts the text from the buffer PAGEBLANK at the current cursor location.

in the following three chapters.
<FF>

-

PASTE=PAGEBLANK

in the following three chapters.
<FF>
[This page intentionally left blank.]
<FF>

-

Example 2

After using CUT to delete the last line, inserts that line in the middle of the list.

George G. Haraway
John W. Hardwick
Mason G. Harbaugh

CUTL

(Move the cursor to the **J** in **John**.)

PASTE

George G. Haraway
Mason G. Harbaugh
John W. Hardwick

Example 3

Uses CUT, APPEND, and PASTE to alphabetize a list of cities.

Dallas
Houston
Fort Worth
Austin
San Antonio

CUTL

(Move the cursor to the **D** in **Dallas**.)

APPENDL

(Move the cursor to the **F** in **Fort Worth**.)

APPENDL

(Move the cursor to the **H** in **Houston**.)

PASTE

Austin
Dallas
Fort Worth
Houston
San Antonio

EDT Nokeypad Commands
PASTE Command

Related Commands

- Keypad — PASTE
- Line — COPY, MOVE

QUIT Command

Format

QUIT

Description

The **QUIT** command ends your nokeypad editing session without saving your edits and without passing through line mode. You are no longer in EDT; no new file is saved in any directory; and your terminal is now at the system command level.

The nokeypad **QUIT** command cannot take the **/SAVE** qualifier that the line-mode **QUIT** command has. The nokeypad **QUIT** command can only end your editing session.

Example

Ends the nokeypad editing session without copying the **MAIN** buffer contents to an external file. Only the system prompt appears.

QUIT

\$

Related Commands

- Line — **QUIT**

R (Replace) Command

Format

[+|-][count] R[+|-][count]entity

Description

The R (replace) command combines the delete and insert functions. First EDT deletes the specified text; then it shifts to the insert state so you can enter text at your terminal. When you finish entering the new text, press CTRL/Z to exit from the insert state. While you are inserting the new text, EDT continues to display the R command at the bottom of the screen. The entity specifier always refers to the text you want to delete.

Example

Deletes the last line and replaces it with new text.

This seminar will cover the following topics:

Management by Objective
Management by Design
Management by Intimidation

RL

(Now type in the new line, **Management by Consensus**, and complete the insert by pressing CTRL/Z.)

This seminar will cover the following topics:

Management by Objective
Management by Design
Management by Consensus_

Related Commands

- Keypad — REPLACE
- Line — REPLACE

REF (Refresh) Command

Format

REF

Description

The REF command clears and redraws the entire screen. Use REF to eliminate any extraneous characters or messages that have appeared on the screen but are not part of the current text you are editing. After the REF command is given, EDT discards any characters that are not part of the current text. The screen is restored to its state prior to the interruption. REF has no effect on the text you are editing.

Example

Refreshes the screen to eliminate the notification of new mail.

```
and expect to hear from you in the near future.  
>NEW MAIL FROM YYYYYY::WHITEif you have any questions or  
problems.
```

REF

```
and expect to hear from you in the near future.  
In the meantime, please call if you have any questions or  
problems.
```

Related Commands

- Keypad — CTRL/R, CTRL/W
- Line — CTRL/R

RIGHT Arrow

Key Sequence



Description

RIGHT arrow moves the cursor one character to the right, regardless of EDT's direction.




If the cursor is on a line terminator, RIGHT arrow moves the cursor to the first character on the next line.

Note that, RIGHT arrow is not a true nokeypad command.

Example

Moves the cursor to the right to the end of first line. Then moves the cursor to the beginning of the second line.

```
January 1, 1988  
April 1, 1988
```

 +  + 

```
January 1, 1988  
April 1, 1988 _
```



```
January 1, 1988  
April 1, 1988
```

Related Commands

- Keypad — RIGHT arrow

S (Substitute) Command

Format

[+|-][count] S/[string-1]/string-2/

Description

The S (substitute) command looks for the next occurrence of string-1, deletes it, and replaces it with string-2.

The count specifier instructs EDT to perform the specified number of searches and substitutions. If the count exceeds the total number of occurrences of string-1 between the current cursor position and either the beginning or end of the buffer (depending on the direction specified), EDT performs as many substitutions as it can and then prints the message "String was not found" to indicate that it could not find another string-1. The cursor is now located just after the last substitution that was made.

The sign specifier enables you to change, for that S command only, the direction of the search for string-1, without affecting EDT's direction.

The slashes are string delimiters. Any nonalphanumeric character can be used for a string delimiter as long as that character is not contained in either string-1 or string-2. All three delimiters must be identical.

String-1 or string-2 can sometimes be omitted from the S command. If you omit string-1, EDT always uses the current search string. If the search buffer is empty, EDT simply inserts string-2 into the text to the left of the cursor. If you omit string-2, EDT always deletes string-1 and inserts nothing. The following samples show what happens when you omit string-1, string-2, or both:

This is file A.	S/file/buffer/	This is buffer A.
This is file B.	S///	This is B.
This is file C.	S/file//	This is C.
This is file D.	S//buffer/	This is buffer D.
This is file E.	S	This is E.

The SN command, which does not take any strings as specifiers, always uses the current contents of the search buffer and the substitute buffer.

EDT performs searches in several ways. For more information see the SET SEARCH command. SHOW SEARCH tells which search parameters are currently in effect.

Examples

Example 1

Changes 1987 to 1988.

_January 3, 1987

S/7/8/

January 3, 1988_

EDT Nokeypad Commands

S (Substitute) Command

Example 2

Changes **pages** to **Sections** in two places.

in pages 17 through 25. Then in pages 32 through 40 we

2S/pages/Sections/

in Sections 17 through 25. Then in Sections_32 through 40 we

Example 3

With SET SEARCH EXACT, moves back to the first line to change **users** to **you**, skipping over **Users** on line 2.

If users are able to access the line printer, then the DCL PRINT command can be given. Users who only have access to their terminals are restricted to the DCL TYPE command.

EXT SET SEARCH EXACT

-S/users/you/

If you are able to access the line printer, then the DCL PRINT command can be used. Users who only have access to their terminals are restricted to the DCL TYPE command.

Related Commands

- Keypad — SUBS
- Line — SUBSTITUTE

SEL (Select) Command

Format

SEL

Description

The SEL (select) command marks the current cursor position as one end of a select range. To set up the select range, first position the cursor at one end of the text you want to select. Then enter the SEL command to have EDT mark that spot. Use the arrow keys or the “**move**” command to move the cursor to the other end of the selected text. The select range is now set. To use that select range, use SR (select range) as the entity specifier with your nokeypad-mode command.

You can move the cursor either forward or backward in the buffer to set the other end of the select range once the initial end has been marked. To move backward toward the start of the buffer, use the LEFT and UP arrow keys or precede the “move” command with a minus sign (-). If you have included more text than you want in the select range, you can move the cursor toward the position marked by SEL, using the arrow keys and “move” commands to reduce the size of the range. Adjusting select ranges on VT100-series terminals is easy because EDT displays the text in reverse video. On VT52 terminals, you might find it easier to use the DESEL command to cancel the select range and then start over.

The DESEL (deactivate select) command cancels a select range. The TGSEL (toggle select) command allows you to switch between SEL and DESEL with the same command, setting either SEL if no select range is active or DESEL if there is a current select range. The SSEL (search and select) command performs a search and makes the found string the select range.

You can use a select range with line-mode commands by entering the line-mode range specifier SELECT. However, line mode requires that the select range include only whole lines.

Examples

Example 1

Creates a select range of the word **Digital** and then changes all lowercase letters to uppercase.

```
This manual was produced by Digital for its customers.
```

```
SEL W
```

```
CHGUSR
```

```
This manual was produced by DIGITAL for its customers.
```

EDT Nokeypad Commands

SEL (Select) Command

Example 2

Creates a select range starting near the end of the third line and including the first two lines. Deletes the unwanted text.

The reason for this change of plans should be obvious: no one in their right mind would want to have a meeting in North Alaska in the middle of winter even if they were an avid skier. The meeting is now relocated to Lake Tahoe. For those of you wishing to see the forty-ninth state, our summer meeting is scheduled for Fairbanks.

SEL

BL -2L

DSR

The meeting
is now relocated to Lake Tahoe. For those of you wishing to see
the forty-ninth state, our summer meeting is scheduled for Fairbanks.

Related Commands

- Keypad — SELECT

SHL (Shift Left) Command

Format

[count] SHL

Description

The SHL (shift left) command moves the entire buffer text eight characters (one tab stop) to the left. The first eight characters on each line no longer appear on the screen. Assuming that your screen width is set to 80, all characters in positions 80 through 87, which were previously truncated, are now visible.

No characters are actually added to or deleted from the text when you use the SHL and SHR commands. The effects of the commands are merely visual and temporary. On a VT100-series terminal with advanced video option or on a VT102, you can use the SET SCREEN command to display up to 132 characters on a single line, but the size of the characters is reduced.

The count specifier designates the number of tab stops to shift left. When count is 4, the buffer is shifted 32 character positions to the left. Use the SHR (shift right) command to move the buffer contents to the right, back to the original position.

You can define the GOLD/← key sequence on VT100-series terminals to perform the SHL function in keypad mode. The following DEFINE KEY command can be included in your startup command file or entered during your editing session:

```
DEFINE KEY GOLD 15 AS "SHL."
```

Example

Shows the effect of SHL on a line of text that has been truncated because it exceeds the screen width of 80.

```
_____AAAAAAAAAbbbbCCCCCCCCdddddEEEEEEeffffffGGGGGGghhhhhhhIIIIIIjjjjjjj♦
```

SHL

```
_____bbbbbbbCCCCCCCCdddddEEEEEEeffffffGGGGGGghhhhhhhIIIIIIjjjjjjjKKKKKKK
```

Related Commands

None.

SHR (Shift Right) Command

Format

[count] SHR

Description

The SHR (shift right) command moves the entire current buffer eight character positions (one tab stop) to the right. SHR works only after you have used the SHL (shift left) command. When SHL has been used to move the buffer over one tab stop, SHR will move the buffer back to its original position.

You cannot shift text farther to the right with SHR than the text has been moved to the left. Once column 1 of your buffer is again at the left edge of the screen, further SHR commands have no effect on the display.

No characters are actually added or deleted from the buffer when SHR or SHL is used. The effects of these commands are merely visual and temporary. On a VT100-series terminal with advanced video option, you can use the SET SCREEN command to display up to 132 characters on a line. However, the size of each character is reduced.

The count specifier designates the number of tab stops to shift right. When the count is 4, the buffer is shifted 32 character positions to the right. If the count used with the SHL command is 5, and you then enter the command 4SHR, the buffer will end up still shifted eight character positions to the left. If you use the SHR command with a count specifier greater than the number of left shifts that have been made, EDT moves the text back to its original position and ignores the remaining repeats.

You can define the GOLD/→ key on VT100-series terminals to perform the SHR function in keypad mode. The following DEFINE KEY command can be included in your startup command file or entered during your editing session:

```
DEFINE KEY GOLD 14 AS "SHR."
```

Example

Uses the SHL command to move the line 16 columns to the left. Then uses SHR to restore the characters in columns 9 through 16 to view.

```
_____AAAAAAAAAbbbbbbbCCCCCCCCddddddeEEEEEEeffffffGGGGGGGghhhhhhIIIIIIJjjjjj♦
      2SHL
_____CCCCCCCCddddddeEEEEEEeffffffGGGGGGGghhhhhhIIIIIIJjjjjjKKKKKKKllllll♦
      SHR
_____bbbbbbb_____CCCCCCCCddddddeEEEEEEeffffffGGGGGGGghhhhhhIIIIIIJjjjjjKKKKKKK♦
```

Related Commands

None.

SN (Substitute Next) Command

Format

[+|-][count] SN

Description

The SN (substitute next) command is a substitute command that does not take any string specifiers. It uses strings that have been stored in the search buffer (string-1) and the substitute buffer (string-2). (Remember that you cannot access either of these buffers.) The SN command looks for the next occurrence of string-1 (the current search string) and replaces it with string-2 (the current substitute string).

Since SN uses the contents of the search buffer as its search string, you must be aware of the current contents of that buffer. If you have used a string entity after your initial S (substitute) command, that new string will now be in the search buffer, not the string you want to use with the SN command.

With the count specifier you can repeat the substitution several times. Use the sign specifier to change EDT's direction for the SN command.

Example

Uses the S command to make the initial substitution on line 2. Then uses SN to make the substitution on line 5.

```
BASIC, a Beginner's All-purpose Symbolic Instruction Code,  
is a language that requires only an understanding of English.  
BASIC was developed at Dartmouth College for use by  
students who were unfamiliar with computers and needed a  
language related to everyday speech.
```

```
S/language/language/
```

```
SN
```

```
BASIC, a Beginner's All-purpose Symbolic Instruction Code,  
is a language that requires only an understanding of English.  
BASIC was developed at Dartmouth College for use by  
students who were unfamiliar with computers and needed a  
language_related to everyday speech.
```

Related Commands

- Keypad — SUBS
- Line — SUBSTITUTE NEXT

SSEL (Search and Select) Command

Format

[+|-] SSEL[+|-]"string"

Description

The SSEL (search and select) command allows you to find a string and designate it as a select range in one operation. The string must be enclosed in quotation marks, single (') or double ("). Do not use spaces to separate the command from the string. However, you can include leading spaces in the search string.

When you use SSEL, the contents of the search buffer are overwritten by the string. To search and select that string again (or whatever string is currently in the search buffer), simply type two quotation marks with no intervening characters, as follows:

```
SSEL ""
```

You can use a select range with line-mode commands by entering the line-mode range specifier SELECT. However, line mode requires that a select range contain only whole lines. Thus, you can only use the SSEL command for this purpose if the string is an entire line of text. You might find it easier to create longer select ranges with the nokeypad SEL command.

Example

Creates a select range from the search string [SP]EQUIPMENT CORPORATION. Then deletes the select range. Finally, creates a new select range from the next occurrence of the same search string.

```
DIGITAL EQUIPMENT CORPORATION  
Digital Equipment Corporation is located in Maynard, MA.
```

```
SSEL" EQUIPMENT CORPORATION"
```

```
DSR
```

```
DIGITAL_  
Digital Equipment Corporation is located in Maynard, MA.
```

```
SSEL ""
```

```
DIGITAL  
Digital Equipment Corporation_is located in Maynard, MA.
```

Related Commands

None.

string specifier

Format

"string"

'string'

/string-1/string-2/

Description

The string specifier is generally used either to locate characters in a buffer or to replace the located characters. When a string specifier is used to locate a piece of text, it is referred to as the search string. All three editing modes use search strings. Generally a search string must be enclosed in quotation marks, single (') or double ("), to distinguish it from other characters in the command line.

When strings are used in EDT substitute commands, they are generally referred to as string-1 or string-2. String-1 is always a search string. EDT must locate that string and then replace it with string-2, the substitute string. Strings in substitute commands must be surrounded by delimiters to separate them from the other characters in the command line. A variety of nonalphanumeric characters can be used as delimiters as long as the delimiter does not appear in either string-1 or string-2. (In line mode you cannot use the percent sign (%) or the underscore (_) as string delimiters.) All delimiters used in a single substitute command line must be identical.

Whenever you enter a search string, EDT overwrites the contents of the search buffer. Similarly, when you enter a substitute string, EDT overwrites the contents of the substitute buffer.

The string entity in nokeypad mode refers to all the characters in the text between the initial cursor position and the start of the search string. However, only the search string itself is stored in the search buffer.

The search and substitute buffers cannot be edited or entered. Their names never appear in the SHOW BUFFER list. You can use the nokeypad CLSS (clear search string) command to delete the contents of the search buffer.

EDT has a number of ways to perform searches. See the discussion of the SET SEARCH command for information about the EDT search parameters.

Examples

Example 1

Substitutes the string **BASIC** for the string **COBOL**.

```
S/COBOL/BASIC/
```

Example 2

Deletes all characters starting at the current cursor position and continuing until the next period is reached.

```
D". "
```

EDT Nokeypad Commands string specifier

Example 3

Finds the string **Friday, May 13th** and makes it a select range.

```
SSEL"Friday, May 13th"
```

TAB Command

Format

[count] TAB

Description

The TAB command moves text to the right, regardless of EDT's direction. The number of column positions that the text moves depends on the cursor position, the SET TAB value if one is in effect, and the indentation level count if one is in effect. (SET NOTAB is the default.)

EDT has preset tab stops every eight characters, regardless of how your terminal is set. If no SET TAB command has been entered, the TAB command moves the cursor character, as well as all the characters on the current line to the right of the cursor, to the nearest preset tab position.

If a SET TAB command has been entered, the TAB command moves the entire line to the column designated by the SET TAB value only if the cursor is located in column 1. If the cursor is located anywhere else on the line, the TAB command moves the text to the nearest preset EDT tab stop.

If a tab indentation level count is in effect and the cursor is located in column 1 of the line, the TAB command moves the text to the indentation level position. The indentation level count is determined by three functions: (1) TC (tab compute), which can be used to compute the indentation level count; (2) TD (tab decrement), which decrements the count; and (3) TI (tab increment), which increments the count. Use the SHOW TAB command to find the current SET TAB value and the indentation level count.

The TADJ command indents whole lines of text by the SET TAB value.

Example

Using EDT's default tab settings (SET NOTAB), indents the lines of text, each one eight columns farther than the one above.

```
This is the first line of text.  
This is the second line of text.  
This is the third line of text.  
This is the fourth line of text.
```

(Start with the cursor at the beginning of the second line.)

TAB

(Move the cursor to the beginning of the third line.)

2TAB

(Move the cursor to the beginning of the fourth line.)

3TAB

```
This is the first line of text.  
    This is the second line of text.  
        This is the third line of text.  
            This is the fourth line of text.
```

EDT Nokeypad Commands

TAB Command

Related Commands

- Keypad — TAB, CTRL/I

TADJ (Tab Adjust) Command

Format

[+|-][level-count] **TADJ**[+|-][entity-count]entity

Description

The TADJ (tab adjust) command uses the value established by the line-mode SET TAB command to indent lines of text. If no SET TAB value exists for the editing session, TADJ does nothing.

The level count specifier determines how many tab stops the text will be indented. The TADJ command moves text to the right. If you precede the level count specifier with a minus sign, you can move text that has already been indented back toward the left margin.

The entity count determines how many lines, paragraphs, or pages are affected by the TADJ command. A minus sign before the entity or entity count determines whether EDT works forward or backward in determining which entities to indent. Note that, 5TADJL is *not* identical to TADJ5L. You can use both a level count and an entity count with TADJ, for example, 2TADJ4L.

To find the current SET TAB value, use the line-mode SHOW TAB command. EDT's default is SET NOTAB. Notice that the level count specifier has no effect on the tab level displayed by the SHOW TAB command.

Example

Using a SET TAB value of 3, indents line 2 one tab stop and line 3 two tab stops.

```
This is the first line of text.  
This is the second line of text.  
This is the third line of text.
```

```
EXT SET TAB 3
```

```
NL TADJL
```

```
NL 2TADJL
```

```
This is the first line of text.  
  This is the second line of text.  
    This is the third line of text.
```

Related Commands

- Keypad — CTRL/T
- Line — TAB ADJUST

TC (Tab Compute) Command

Format

TC

Description

The TC (tab compute) command sets the indentation level count for the TAB command. The indentation level is the number of columns, starting at the left of the screen, that you want to leave blank before beginning a line of text. The indentation level in EDT must be a multiple of the SET TAB value. The indentation level count is the quotient of the indentation level divided by the SET TAB value. Enter the line-mode SET TAB command to establish the SET TAB value.

To execute the TC command, first move the cursor as many positions to the right as you want to indent a block of text when you enter the TAB command. Remember, this cursor position must be a multiple of the SET TAB value. If it is not, EDT prints an error message when you enter the TC command.

Once the cursor is in place, enter the TC command. You have now set the indentation level. If you divide the indentation level by the SET TAB value, you have the indentation level count. EDT retains the indentation level count for the remainder of the editing session or until you reset the count with a subsequent TC command, TD (tab decrement) command, or TI (tab increment) command. The TC command has no effect on EDT if SET NOTAB (the default) is in effect.

When you enter the TC command, nothing happens to the text you are editing. This command simply tells EDT how to process the next TAB command(s). In order to indent any lines of text, you must enter the TAB command.

To find the current SET TAB value and indentation level count, enter the line-mode SHOW TAB command.

Example

Using a SET TAB value of 3, establishes a tab level count of 5 to indent the first line of text 15 columns.

```
This is the first line of text.  
This is the second line of text.
```

```
EXT SET TAB 3
```

(Move the cursor over 15 places so that it is on the **s** in **first**.)

```
TC
```

```
EXT SHOW TAB  
tab size 3; tab level 5
```

(Now move the cursor back to the beginning of the first line.)

```
TAB
```

```
      This is the first line of text.  
This is the second line of text.
```


EDT Nokeypad Commands TC (Tab Compute) Command

Related Commands

- Keypad — CTRL/A

TD (Tab Decrement) Command

Format

[count] **TD**

Description

The TD (tab decrement) command decreases the current indentation level count. The indentation level count is generally set by the TC (tab compute) command. It can be altered by a subsequent TC command, TD command, or TI (tab increment) command. The TD command only resets the indentation level count. You must enter the TAB command to move the text. TD has no effect on EDT if SET NOTAB (the default) is in effect. Enter the line-mode SET TAB command to establish a SET TAB value.

The count specifier determines the amount that the indentation level count decreases. If no specifier is given, the indentation level count decreases by one.

To find the current SET TAB value and indentation level count, enter the line-mode SHOW TAB command.

Example

Using a SET TAB value of 4, sets the tab level count to 4. Then formats the text, using TAB to indent the lines and TD to change the indentation level.

```
This is the first line of text.  
This is the second line of text.  
This is the third line of text.  
This is the fourth line of text.
```

```
EXT SET TAB 4
```

(Move the cursor 16 places to the right.)

```
TC
```

```
EXT SHOW TAB  
tab size 4; tab level 4
```

(Move the cursor to the beginning of the first line.)

```
TAB
```

(Move the cursor to the beginning of the second line.)

```
TD
```

```
TAB
```

(Move the cursor to the beginning of the third line.)

```
TD
```

```
TAB
```


EDT Nokeypad Commands

TD (Tab Decrement) Command

(Move the cursor to the beginning of the fourth line.)

TD

TAB

 This is the first line of text.

 This is the second line of text.

 This is the third line of text.

 This is the fourth line of text.

EXT SHOW TAB

tab size 4; tab level 1

Related Commands

- Keypad — CTRL/D

TGSEL (Toggle Select) Command

Format

TGSEL

Description

The TGSEL (toggle select) command combines the functions of the SEL and DESEL commands into one. When there is an active select range, the TGSEL command cancels it, performing the same function as the DESEL command. When there is no active select range, TGSEL initiates the process of creating a select range, just as the SEL command does. The character the cursor is on when you enter the TGSEL command constitutes one end of the select range. Move the cursor to the other end to define the limits of the select range.

You can specify a select range with line-mode commands by entering the line-mode range specifier SELECT. However, line mode requires that the select range contain only whole lines.

Example

Creates a select range of lines 2 through 4 and then cancels it.

```
Market Requirements
Preliminary Business Plan
Engineering Plan
Training Plan
```

TGSEL

3L

```
Market Requirements
Preliminary Business Plan
Engineering Plan
Training Plan
```

—

TGSEL

```
Market Requirements
Preliminary Business Plan
Engineering Plan
Training Plan
```

—

Related Commands

- Keypad — SELECT/RESET

TI (Tab Increment) Command

Format

[count] TI

Description

The TI (tab increment) command increases the current indentation level count. The indentation level count is generally set by the TC (tab compute) command. It can be altered by a subsequent TC command, TI command, or TD (tab decrement) command. The TI command only resets the indentation level count. You must enter the TAB command to move the text. TI has no effect on EDT if SET NOTAB (the default) is in effect. Enter the line-mode SET TAB command to establish the SET TAB value.

The count specifier determines the amount that the indentation level count increases. If no specifier is given, the indentation level count increases by one.

To find the current SET TAB value and indentation level count, enter the line-mode SHOW TAB command.

Example

Using a SET TAB value of 5, sets the tab level count to 2. Then formats the text using TAB to indent the lines, and TI to change the indentation level.

```
This is the first line of text.  
This is the second line of text.  
This is the third line of text.  
This is the fourth line of text.
```

```
EXT SET TAB 5
```

(Move the cursor 10 places to the right.)

```
TC
```

```
EXT SHOW TAB
```

```
tab size 5; tab level 2
```

(Move the cursor to the beginning of the first line.)

```
TAB
```

(Move the cursor to the beginning of the second line.)

```
TI
```

```
TAB
```

(Move the cursor to the beginning of the third line.)

```
TI
```

```
TAB
```

EDT Nokeypad Commands

TI (Tab Increment) Command

(Move the cursor to the beginning of the fourth line.)

TI

TAB

This is the first line of text.

This is the second line of text.

This is the third line of text.

This is the fourth line of text.

EXT SHOW TAB

tab size 5; tab level 5

Related Commands

- Keypad — CTRL/E

TOP Command

Format

TOP

Description

The TOP command moves the line on which the cursor is located to the top of the display screen. If there are not enough lines between the current cursor position and the end of the buffer to fill the screen, TOP does nothing. When you enter the TOP command, the cursor remains in the same position on the current line that it was in before TOP was entered.

Normally you must have 21 lines below the current line in order for TOP to have any effect on your screen display. However, if you have used the line-mode SET LINES command to limit the number of lines per screen, TOP needs fewer lines between the cursor line and the end of the buffer in order to have an effect on the screen display.

Once a line has been placed at the top of the screen by the TOP command, EDT tries to keep it there as long as possible.

Example

Moves the line that the cursor is on to the top of the screen. SET LINES 5 limits the number of lines EDT displays.

```
EXT SET LINES 5
```

```
This is the first line of text.  
This is the second line of text.  
This is the third line of text.  
This is the fourth line of text.  
This is the fifth line of text.
```

```
TOP
```

```
This is the fourth line of text.  
This is the fifth line of text.  
This is the sixth line of text.  
This is the seventh line of text.  
This is the eighth line of text.
```

Related Commands

- Keypad — PAGE

UNDC (Undelete Character) Command

Format

[count] **UNDC**

Description

The UNDC (undelete character) command inserts the current contents of the delete character buffer into your text to the left of the cursor. The cursor character, as well as the text to the right of the cursor, moves to the right. The cursor is positioned on the inserted character if you used DC to delete the character. The cursor is positioned to the right of the inserted character if you used -DC (or D-C) to delete the character.

When you include a count specifier, EDT inserts the contents of the delete character buffer as many times as the count value.

Both the DC command and the DELETE key place the character they delete in the delete character buffer. Each time you enter the DC command or the DELETE key, the contents of the delete character buffer are overwritten. The buffer contains only the most recently deleted character. When you specify a count specifier with the DC command or with the DELETE key, only the last character deleted is in the delete character buffer. If no character has been deleted during the current EDT session, UNDC inserts nothing. Note that, if you use the DELETE key to delete characters in a command line, these characters are *not* stored in the delete character buffer and do not affect the character inserted by UNDC.

EDT represents a line terminator as the character <CR> (CTRL/M, decimal 13) in all three of its delete entity buffers. Suppose you have a <CR> character in your text and you delete it. When you undelete this character, EDT changes the <CR> character into a line terminator and then inserts the line terminator in your text.

Example

Loads the asterisk character (*) into the delete character buffer. Then inserts five asterisks in the text.

```
This is the end.  
*  
-  
D-C  
5UNDC  
This is the end.  
*****  
-
```

Related Commands

- Keypad — UND C

UNDL (Undelete Line) Command

Format

[count] UNDL

Description

The UNDL (undelete line) command inserts the current contents of the delete line buffer to the left of the cursor. The cursor character, as well as the text to the right of the cursor, moves to a new line below the current line, if there is a line terminator at the end of the buffer contents. Otherwise, the text just moves to the right. The cursor is on the first character of the inserted text if you deleted the text in the forward direction (for example, DL, DNL, or DEL). If you deleted the text toward the beginning of the buffer (for example, DBL, -DEL, or -DL), the cursor is located to the right of the inserted text.

When the count specifier is used, the contents of the delete line buffer are inserted as many times as the count value.

The delete line buffer is loaded by entering the D (delete) command with a line entity: L, BL, EL, or NL. Each time a DL-type command is entered, the contents of the delete line buffer are overwritten. The delete line buffer can contain only one line or line portion at a time. If you use a count specifier with the D command, for example D2L or 3DL, only the last line or line portion deleted is in the delete line buffer. If no line has been deleted in your EDT session, UNDL inserts nothing.

EDT represents a line terminator as the character <CR> (CTRL/M, decimal 13) in all three of its delete entity buffers. Suppose you have a <CR> character in the text you are deleting. When you undelete this text, EDT changes the <CR> character into a line terminator and inserts the line terminator in the current buffer.

Examples

Example 1

Using DL and UNDL, reorganizes the list so that the cities are in alphabetical order by state.

```
Montgomery, Alabama
Juneau, Alaska
Little Rock, Arkansas
Phoenix, Arizona
```

DL

(Move the cursor to the **L** in **Little Rock**.)

UNDL

```
Montgomery, Alabama
Juneau, Alaska
Phoenix, Arizona
Little Rock, Arkansas
```

EDT Nokeypad Commands

UNDL (Undelete Line) Command

Example 2

Using DL and UNDL, inserts the second line of text after **you**.

When you give it more thought, please contact me.
have had a chance to

DL

(Move the cursor to the **g** in **give**.)

UNDL

When you have had a chance to
give it more thought, please contact me.

Example 3

Using DL and UNDL, duplicates the separator line in the current location.

This is the end.

—

DL

2UNDL

This is the end.

Related Commands

- Keypad — UND L

UNDW (Undelete Word) Command

Format

[count] **UNDW**

Description

The **UNDW** (undelete word) command inserts the current contents of the delete word buffer to the left of the cursor. The cursor character, as well as the text to the right of the cursor, moves to the right. The cursor is located on the first character of the inserted word or word portion if the deletion was made in the forward direction (for example, with **DW** or **DEW**). If the deletion was made toward the beginning of the buffer (for example, **DBW** or **-DW**), the cursor is located to the right of the inserted text.

When you include the count specifier, the contents of the delete word buffer are inserted as many times as the count value.

The delete word buffer is loaded by entering the **D** (delete) command with a word entity: **W**, **BW**, or **EW**. Each time you enter one of these commands, the contents of the delete word buffer are overwritten. The current contents of the buffer are the most recently deleted word or word portion. When you use a count specifier with a **DW**-type command, only the last word or word portion is in the delete word buffer. If no word has been deleted in your EDT session, **UNDW** inserts nothing.

EDT represents a line terminator as the character **<CR>** (CTRL/M, decimal 13) in all three of its delete entity buffers. Suppose you have a **<CR>** character in the text you are deleting. When you undelete this text, EDT changes the **<CR>** character into a line terminator and inserts the line terminator in the current buffer.

Examples

Example 1

Using **DW** and **UNDW**, inserts the word **PRINT** at the beginning of lines 1, 2, and 3.

```
LETTER1.MEM  
LETTER2.MEM  
LETTER3.MEM  
_PRINT LETTER4.MEM
```

DW

(Move the cursor to the **L** in **LETTER1.MEM**.)

UNDW

(Move the cursor to the **L** in **LETTER2.MEM**.)

UNDW

(Move the cursor to the **L** in **LETTER3.MEM**.)

UNDW

EDT Nokeypad Commands

UNDW (Undelete Word) Command

(Move the cursor to the **L** in **LETTER4.MEM**.)

UNDW

```
PRINT LETTER1.MEM
PRINT LETTER2.MEM
PRINT LETTER3.MEM
PRINT LETTER4.MEM
_
```

Example 2

Using DW and UNDW, creates a separator line below the current line.

***** This is the end.

_

DW

(Move the cursor to the beginning of the next line, which is blank.)

5UNDW

This is the end.

***** *****

_

Related Commands

- Keypad — UND W

UP Arrow

Key Sequence

↑

Description

The UP arrow key moves the cursor up one line toward the top of the buffer regardless of EDT's direction. -V. is the nokeypad definition for UP arrow.

When you enter the UP arrow, EDT attempts to maintain the same vertical column as it moves the cursor from one line to the next. If there are not enough characters to fill out a line of text, the cursor moves to the end of the short line. If you continue to enter UP arrow, the cursor will return to the same vertical column for all lines that have enough characters. However, once you press some other key, EDT cancels the column position for UP arrow and resets it the next time you use the function.

Note that, UP arrow is not a true nokeypad command.

Example

Moves the cursor from the end of the last line to the end of the first line.

```
La Paz, Bolivia
Lima, Peru
Montevideo, Uruguay
Parimaribo, Surinam
Quito, Ecuador
Santiago, Chile_
```

↑

```
Quito, Ecuador_
Santiago, Chile
```

↑ + ↑

```
Montevideo, Uruguay
Parimaribo, Surinam
Quito, Ecuador
```

↑ + ↑

```
La Paz, Bolivia_
Lima, Peru
Montevideo, Uruguay
```

Related Commands

- Keypad — UP arrow

XLATE Command

Format

XLATE string ^ Z

Description

The XLATE command can be entered when EDT has been called by a running program on a VMS operating system.

The string specifier enables you to pass information back to the calling program. CTRL/Z signals the end of the string. The nature of the string is determined by the type of program being run and the kind of information you need to pass to the program. For example, the information could be a DCL command or a variable that the program needs to continue running.

Since XLATE is available only as a nokeypad command, you might want to define a key to have the XLATE function. You can include the exact information you want to pass to the program as the string specifier, or you can include a prompt so that you can enter the information when you press the function key. For example:

```
DEFINE KEY GOLD X AS "XLATEDirectory^Z."  
DEFINE KEY GOLD X AS "XLATE?Enter data: '^Z."
```

For more information on using the XLATE command with callable EDT, see the EDT routines section in *OpenVMS Utility Routines Manual*.

Related Commands

None.

A

DEC Multinational Character Set

The DEC Multinational Character Set (Table A-1) is an 8-bit character set containing 256 characters and each character is assigned a unique decimal equivalent number ranging from 0 to 255. The first 128 characters in the set correspond to the ASCII character set.

The graphics characters shown in parentheses are ASCII control characters that you produce on most terminals by simultaneously pressing the indicated key and the CONTROL key. For VT-100 and VT52 series terminals, characters with numbers greater than 127 can be generated from a screen mode. For terminals with LK201 keyboards, you can use the compose sequences to have the graphic symbol for characters 128 through 255 appear on the screen. For other VT100-series and VT52 terminals, you must use the keypad SPECINS function or the nokeypad ASC command to enter these characters in your text. EDT then displays the EDT symbol that corresponds to the character, not the character graphic.

Note

Control characters are shown as reverse question marks on the VT300 series and VT200 series of terminals. They are shown as a rectangle on the VT100 series of terminals.

Table A-1 DEC Multinational Character Set

Graphic	EDT Symbol	Decimal Value	Abbrev.	Description
(@)	^@	0	NUL	null character
(A)	^A	1	SOH	start of heading
(B)	^B	2	STX	start of text
(C)	^C	3	ETX	end of text
(D)	^D	4	EOT	end of transmission
(E)	^E	5	ENQ	enquiry
(F)	^F	6	ACK	acknowledge
(G)	^G	7	BEL	bell
(H)	^H	8	BS	backspace
(I)		9	HT	horizontal tabulation
(J)	<LF>	10	LF	line feed

(continued on next page)

DEC Multinational Character Set

Table A-1 (Cont.) DEC Multinational Character Set

Graphic	EDT Symbol	Decimal Value	Abbrev.	Description
(K)	<VT>	11	VT	vertical tabulation
(L)	<FF>	12	FF	form feed
(M)	<CR>	13	CR	carriage return
(N)	^N	14	SO	shift out
(O)	^O	15	SI	shift in
(P)	^P	16	DLE	data link escape
(Q)	^Q	17	DC1	device control 1
(R)	^R	18	DC2	device control 2
(S)	^S	19	DC3	device control 3
(T)	^T	20	DC4	device control 4
(U)	^U	21	NAK	negative acknowledge
(V)	^V	22	SYN	synchronous idle
(W)	^W	23	ETB	end of transmission block
(X)	^X	24	CAN	cancel
(Y)	^Y	25	EM	end of medium
(Z)	^Z	26	SUB	substitute
([)	<ESC>	27	ESC	escape
(\)	^\ (])	28 29	FS GS	file separator group separator
(^)	^^	30	RS	record separator
(_)	^_	31	US	unit separator
		32	SP	space
!	!	33	!	exclamation point
"	"	34	"	quotation marks (double quote)
#	#	35	#	number sign
\$	\$	36	\$	dollar sign
%	%	37	%	percent sign
&	&	38	&	ampersand
'	'	39	'	apostrophe (single quote)
((40	(opening parenthesis
))	41)	closing parenthesis
*	*	42	*	asterisk
+	+	43	+	plus
,	,	44	,	comma
-	-	45	-	hyphen or minus
.	.	46	.	period or decimal point
/	/	47	/	slash

(continued on next page)

Table A-1 (Cont.) DEC Multinational Character Set

Graphic	EDT Symbol	Decimal Value	Abbrev.	Description
0	0	48	0	zero
1	1	49	1	one
2	2	50	2	two
3	3	51	3	three
4	4	52	4	four
5	5	53	5	five
6	6	54	6	six
7	7	55	7	seven
8	8	56	8	eight
9	9	57	9	nine
:	:	58	:	colon
;	;	59	;	semicolon
<	<	60	<	less than
=	=	61	=	equals
>	>	62	>	greater than
?	?	63	?	question mark
@	@	64	@	commercial at
A	A	65	A	uppercase A
B	B	66	B	uppercase B
C	C	67	C	uppercase C
D	D	68	D	uppercase D
E	E	69	E	uppercase E
F	F	70	F	uppercase F
G	G	71	G	uppercase G
H	H	72	H	uppercase H
I	I	73	I	uppercase I
J	J	74	J	uppercase J
K	K	75	K	uppercase K
L	L	76	L	uppercase L
M	M	77	M	uppercase M
N	N	78	N	uppercase N
O	O	79	O	uppercase O
P	P	80	P	uppercase P
Q	Q	81	Q	uppercase Q
R	R	82	R	uppercase R
S	S	83	S	uppercase S
T	T	84	T	uppercase T

(continued on next page)

DEC Multinational Character Set

Table A-1 (Cont.) DEC Multinational Character Set

Graphic	EDT Symbol	Decimal Value	Abbrev.	Description
U	U	85	U	uppercase U
V	V	86	V	uppercase V
W	W	87	W	uppercase W
X	X	88	X	uppercase X
Y	Y	89	Y	uppercase Y
Z	Z	90	Z	uppercase Z
[[91	[opening bracket
\	\	92	\	back slash
]]	93]	closing bracket
^	^	94	^	circumflex
_	_	95	_	underline (underscore)
`	`	96	`	grave accent
a	a	97	a	lowercase a
b	b	98	b	lowercase b
c	c	99	c	lowercase c
d	d	100	d	lowercase d
e	e	101	e	lowercase e
f	f	102	f	lowercase f
g	g	103	g	lowercase g
h	h	104	h	lowercase h
i	i	105	i	lowercase i
j	j	106	j	lowercase j
k	k	107	k	lowercase k
l	l	108	l	lowercase l
m	m	109	m	lowercase m
n	n	110	n	lowercase n
o	o	111	o	lowercase o
p	p	112	p	lowercase p
q	q	113	q	lowercase q
r	r	114	r	lowercase r
s	s	115	s	lowercase s
t	t	116	t	lowercase t
u	u	117	u	lowercase u
v	v	118	v	lowercase v
w	w	119	w	lowercase w
x	x	120	x	lowercase x
y	y	121	y	lowercase y

(continued on next page)

Table A-1 (Cont.) DEC Multinational Character Set

Graphic	EDT Symbol	Decimal Value	Abbrev.	Description
z	z	122	z	lowercase z
{	{	123	{	opening brace
		124		vertical line
}	}	125	}	closing brace
~	~	126	~	tilde
	DEL	127	DEL	delete, rubout
	<X80>	128	—	[reserved]
	<X81>	129	—	[reserved]
	<X82>	130	—	[reserved]
	<X83>	131	—	[reserved]
	<IND>	132	IND	index
	<NEL>	133	NEL	next line
	<SSA>	134	SSA	start of selected area
	<ESA>	135	ESA	end of selected area
	<HTS>	136	HTS	horizontal tab set
	<HTJ>	137	HTJ	horizontal tab set with justification
	<VTS>	138	VTS	vertical tab set
	<PLD>	139	PLD	partial line down
	<PLU>	140	PLU	partial line up
	<RI>	141	RI	reverse index
	<SS2>	142	SS2	single shift 2
	<SS3>	143	SS3	single shift 3
	<DCS>	144	DCS	device control string
	<PU1>	145	PU1	private use 1
	<PU2>	146	PU2	private use 2
	<STS>	147	STS	set transmit state
	<CCH>	148	CCH	cancel character
	<MW>	149	MW	message waiting
	<SPA>	150	SPA	start of protected area
	<EPA>	151	EPA	end of protected area
	<X98>	152	—	[reserved]
	<X99>	153	—	[reserved]
	<X9A>	154	—	[reserved]
	<CSI>	155	CSI	control sequence introducer
	<ST>	156	ST	string terminator
	<OSC>	157	OSC	operating system command
	<PM>	158	PM	privacy message

(continued on next page)

DEC Multinational Character Set

Table A-1 (Cont.) DEC Multinational Character Set

Graphic	EDT Symbol	Decimal Value	Abbrev.	Description
	<APC>	159	APC	application program command
	<XA0>	160	—	[reserved]
¡	<!!>	161	¡	inverted exclamation mark
¢	<C\>	162	¢	cent sign
£	<L->	163	£	pound sign
	<XA4>	164	—	[reserved]
¥	<Y->	165	¥	yen sign
	<XA6>	166	—	[reserved]
§	<S0>	167	§	section sign
¤	<X0>	168	¤	general currency sign
©	<C0>	169	©	copyright sign
ª	<a_>	170	ª	feminine ordinal indicator
«	<<<>	171	«	angle quotation mark left
	<XAC>	172	—	[reserved]
	<XAD>	173	—	[reserved]
	<XAE>	174	—	[reserved]
	<XAF>	175	—	[reserved]
°	<0^>	176	°	degree sign
±	<+>	177	±	plus/minus sign
²	<2^>	178	²	superscript 2
³	<3^>	179	³	superscript 3
	XB4	180	—	[reserved]
µ	</U>	181	µ	micro sign
¶	<P!>	182	¶	paragraph sign, pilcrow
·	<.^>	183	·	middle dot
	<XB8>	184	—	[reserved]
¹	<1^>	185	¹	superscript 1
º	<0_>	186	º	masculine ordinal indicator
»	<>>>	187	»	angle quotation mark right
¼	<14>	188	¼	fraction one quarter
½	<12>	189	½	fraction one half
	<XBE>	190	—	[reserved]
¿	<??>	191	¿	inverted question mark
À	<A'>	192	À	uppercase A with grave accent
Á	<A'>	193	Á	uppercase A with acute accent
Â	<A^>	194	Â	uppercase A with circumflex
Ã	<A~>	195	Ã	uppercase A with tilde

(continued on next page)

Table A-1 (Cont.) DEC Multinational Character Set

Graphic	EDT Symbol	Decimal Value	Abbrev.	Description
Ä	<A">	196	Ä	uppercase A with umlaut, (diaeresis)
Å	<A*>	197	Å	uppercase A with ring
Æ	<AE>	198	Æ	uppercase AE diphthong
Ç	<C,>	199	Ç	uppercase C with cedilla
È	<E'>	200	È	uppercase E with grave accent
É	<E'>	201	É	uppercase E with acute accent
Ê	<E^>	202	Ê	uppercase E with circumflex
Ë	<E">	203	Ë	uppercase E with umlaut, (diaeresis)
Ì	<I'>	204	Ì	uppercase I with grave accent
Í	<I'>	205	Í	uppercase I with acute accent
Î	<I^>	206	Î	uppercase I with circumflex
Ï	<I">	207	Ï	uppercase I with umlaut, (diaeresis)
	<XD0>	208	—	[reserved]
Ñ	<N~>	209	Ñ	uppercase N with tilde
Ò	<O'>	210	Ò	uppercase O with grave accent
Ó	<O'>	211	Ó	uppercase O with acute accent
Ô	<O^>	212	Ô	uppercase O with circumflex
Õ	<O~>	213	Õ	uppercase O with tilde
Ö	<O">	214	Ö	uppercase O with umlaut, (diaeresis)
Œ	<OE>	215	Œ	uppercase OE ligature
Ø	<O/>	216	Ø	uppercase O with slash
Ù	<U'>	217	Ù	uppercase U with grave accent
Ú	<U'>	218	Ú	uppercase U with acute accent
Û	<U^>	219	Û	uppercase U with circumflex
Ü	<U">	220	Ü	uppercase U with umlaut, (diaeresis)
Ÿ	<Y">	221	Ÿ	uppercase Y with umlaut, (diaeresis)
	<XDE>	222	—	[reserved]
ß	<ss>	223	ß	German lowercase sharp s
à	<a'>	224	à	lowercase a with grave accent
á	<a'>	225	á	lowercase a with acute accent
â	<a^>	226	â	lowercase a with circumflex
ã	<a~>	227	ã	lowercase a with tilde
ä	<a">	228	ä	lowercase a with umlaut, (diaeresis)
å	<a*>	229	å	lowercase a with ring
æ	<ae>	230	æ	lowercase ae diphthong
ç	<c,>	231	ç	lowercase c with cedilla
è	<e'>	232	è	lowercase e with grave accent

(continued on next page)

DEC Multinational Character Set

Table A-1 (Cont.) DEC Multinational Character Set

Graphic	EDT Symbol	Decimal Value	Abbrev.	Description
é	<e'>	233	é	lowercase e with acute accent
ê	<e^>	234	ê	lowercase e with circumflex
ë	<e">	235	ë	lowercase e with umlaut, (diaeresis)
ì	<i'>	236	ì	lowercase i with grave accent
í	<i'>	237	í	lowercase i with acute accent
î	<i^>	238	î	lowercase i with circumflex
ï	<i">	239	ï	lowercase i with umlaut, (diaeresis)
	<XF0>	240	—	[reserved]
ñ	<n~>	241	ñ	lowercase n with tilde
ò	<o'>	242	ò	lowercase o with grave accent
ó	<o'>	243	ó	lowercase o with acute accent
ô	<o^>	244	ô	lowercase o with circumflex
õ	<o~>	245	õ	lowercase o with tilde
ö	<o">	246	ö	lowercase o with umlaut, (diaeresis)
œ	<oe>	247	œ	lowercase oe ligature
ø	<o/>	248	ø	lowercase o with slash
ù	<u'>	249	ù	lowercase u with grave accent
ú	<u'>	250	ú	lowercase u with acute accent
û	<u^>	251	û	lowercase u with circumflex
ü	<u">	252	ü	lowercase u with umlaut, (diaeresis)
ÿ	<y">	253	ÿ	lowercase y with umlaut, (diaeresis)
	<XFE>	254	—	[reserved]
	<XFF>	255	—	[reserved]

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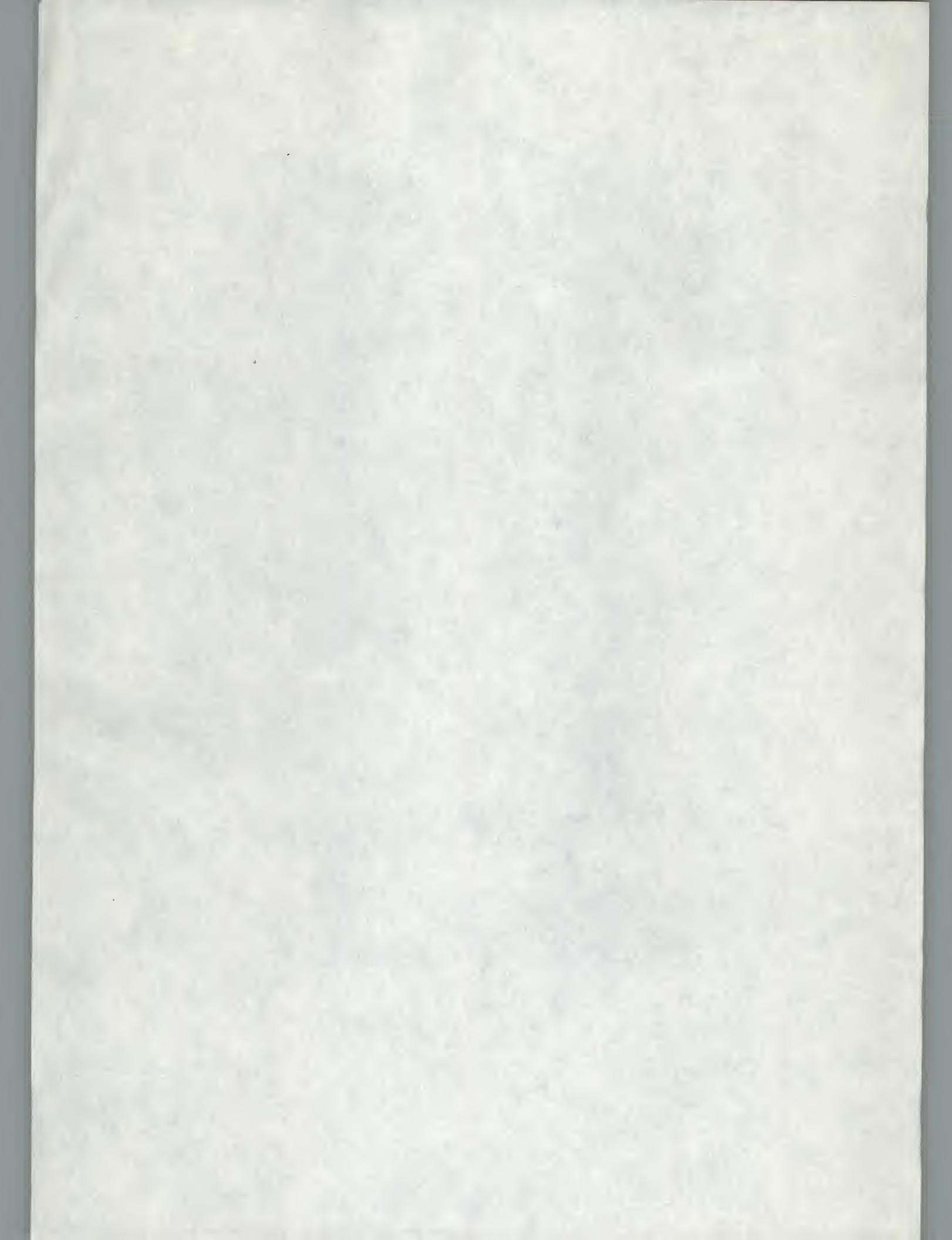
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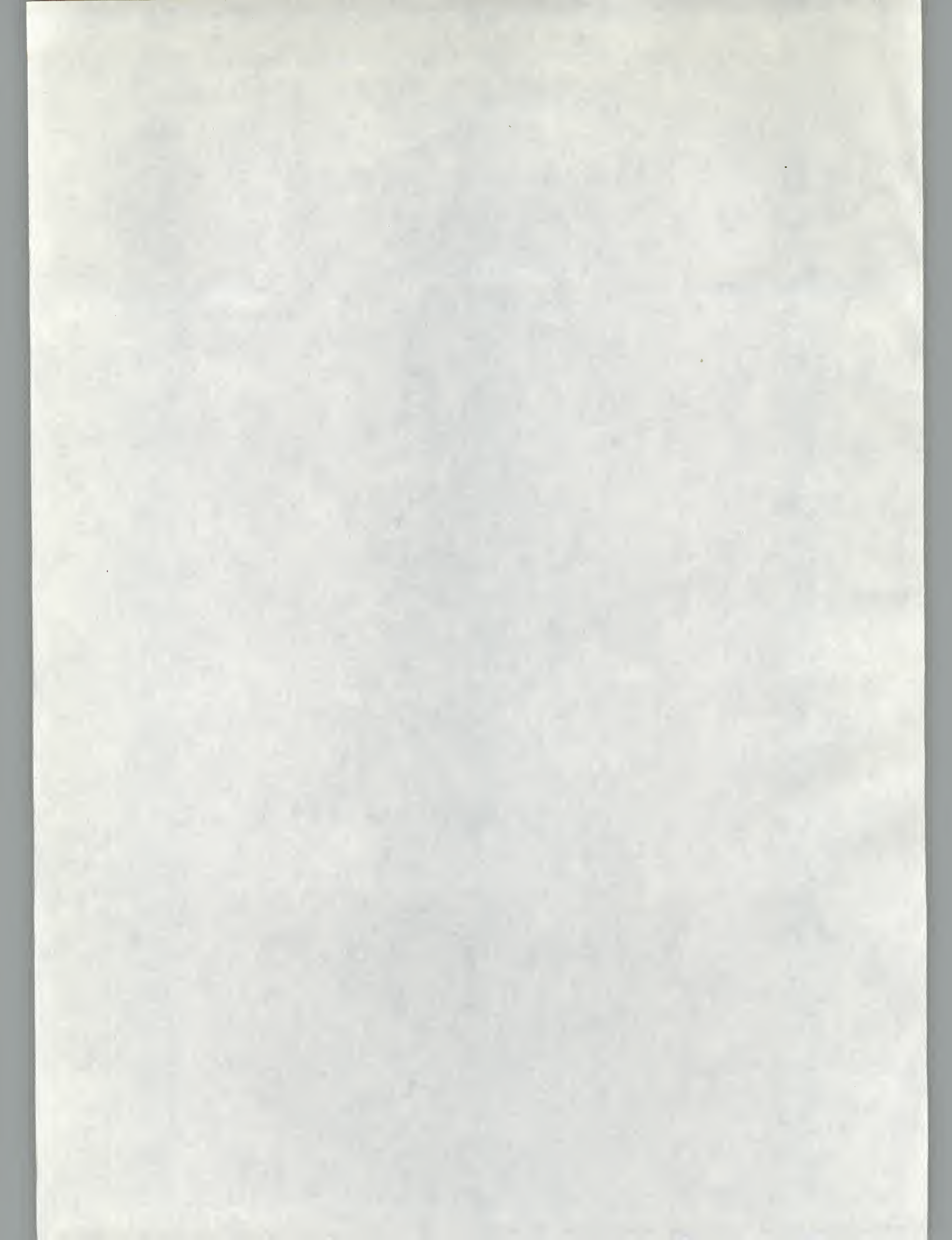
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